

100% UNOFFICIAL NINTENDO GAMECUBE PRODUCT 132 PAGES

# CUBE



THE UK'S BEST GAME MAGAZINE

NO.14

FEATURING

4 PAGE HANDS-ON!

## MORTAL KOMBAT DEADLY ALLIANCE

The bloodiest fighter of them  
all reinvented. We've  
played it. It rocks!

PREVIEW!

£5  
GAMES  
VOUCHER  
INSIDE!



### METROID PRIME

REVIEW! You wanted the  
best, you got the best!



### RESIDENT EVIL 4

NEWS! Capcom take brown  
trousers to the next level



### LEGEND OF ZELDA

IN-DEPTH! Tons of new  
stuff to whet your wand

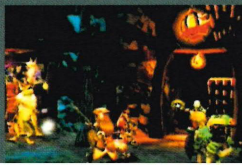


### CUBE AWARDS 2002

FEATURE! The gongs  
everyone's talking about

### FINAL FANTASY

FOURPLAY! The daddy of  
all RPGs. Nuff said



### SOUL CALIBUR 2

SWORDED! Only girls fight  
with their fists these days!



£3.50

"excite, enthuse and inform"



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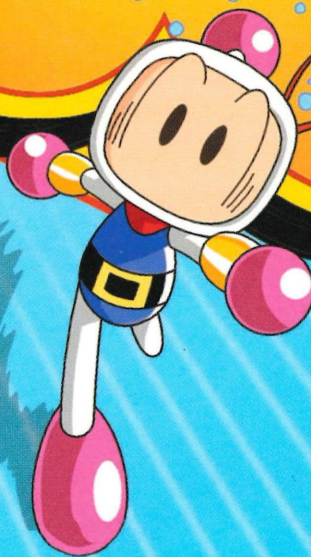
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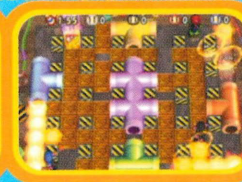
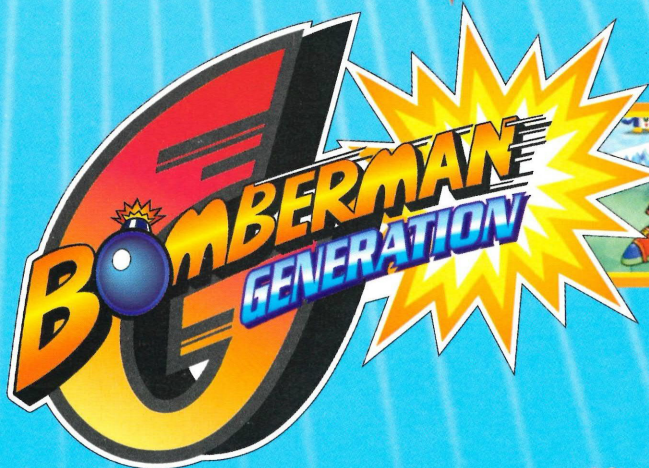
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# WELCOME



**YOU MIGHT NOTICE** something different about the world's greatest GameCube magazine this month, namely me. Mr Phillips has departed the good ship **CUBE** to take his place at the helm of GAMES™, our all new multi-format sister mag. A 182-page monster you'll certainly be wanting to have a read of, right after you've finished the mighty tome you hold in your hands of course. This issue also represents Gary's **CUBE** swansong. He's been spirited away to the land of PlayStation, although he's been spotted on numerous occasions gazing longingly over at the growing pile of GameCube titles on Chandra's desk ready for next month. Fear not though, Adams-fans, he'll be popping back periodically to inform and entertain in the style that has earned him a fanatical cult following (apparently). You can take the boy out of **CUBE**, but you can't take **CUBE** out of the boy.

As the songs goes – the more things change, the more they stay the same, and this month's issue is jammed with enough Nintendo nutrition to keep you fit and healthy for another month. Cornflakes might contain riboflavin and niacin, but can they provide you with over 40 brand new, never seen before shots from *Zelda: The Wind Waker* (or whatever they're calling it this week), or for that matter, a dirty great PAL playtest of *Mortal Kombat: Deadly Alliance*? After its all-trousers-

and-no-action predecessors, this is a full-on, tackle-out masterpiece. Forget what you think you know.

Naturally with Christmas looming, we wanted to get this issue finished as quickly as possible to allow for next month's outrageously short deadline. Unfortunately, *Resident Evil Zero* arrived, followed closely by the majestic *Metroid Prime*, so not much writing was done that week, as you can imagine. The result of which is that while you're happily munching away on mince pies and playing with your Christmas loot, we'll be spending the festive period hunched over a hot GameCube, slaving to get issue 15 into the shops on time. But you know what? We wouldn't want it any other way! A TV tan, order-in pizza and a thousand yard gamer's stare are the only rewards we seek, and we wear them with pride... especially the pizza, but that's a story for another time

Have a cube-shaped yule, and we'll see you in 2003...

**Miles Guttery**  
Editor

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The very best in Nintendo gaming!

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# CUBE

ISSUE FOURTEEN

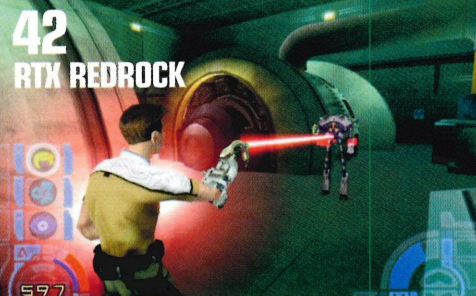
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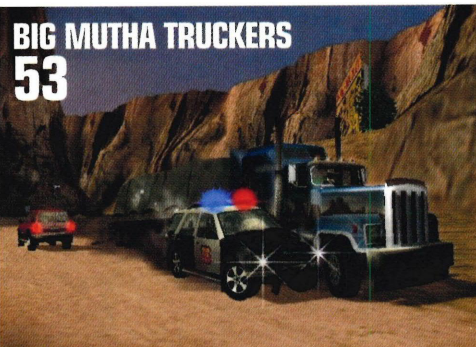
**CUBE**  
★★★★★  
**EXCLUSIVE**  
**PAL PLAYTEST**  
★★★★★

It's a fight  
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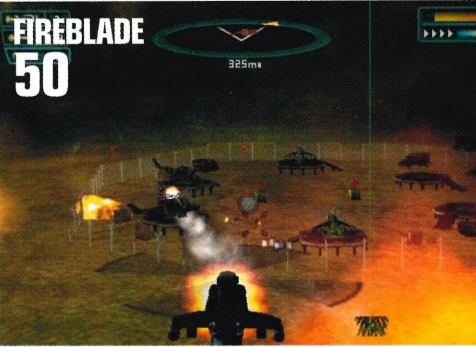
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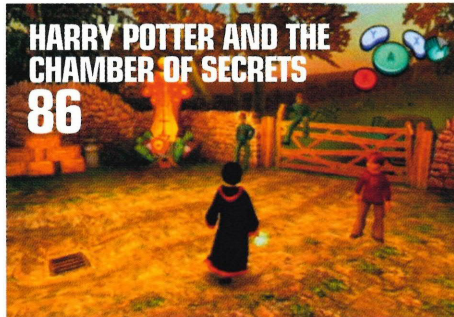


**FIREBLADE**  
**50**

The world's biggest Nintendo GameCube magazine!



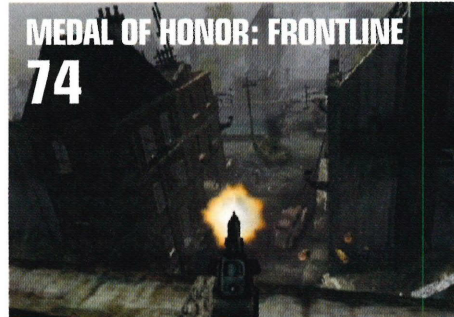
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**HARRY POTTER AND THE CHAMBER OF SECRETS**  
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➤ The rise and rise of JK Rowling's bespectacled hero shows no sign of slowing down

➤ An action-packed romp across war-torn Europe. Do your bit for King and country

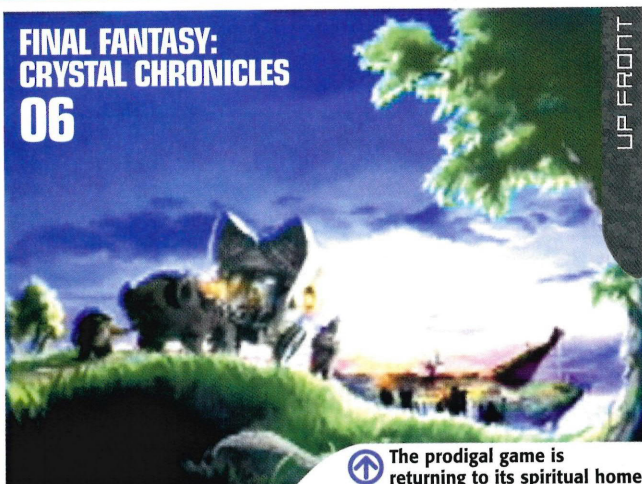


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# 100% UNOFFICIAL 100% UNBIASED THE ONLY MAGAZINE YOU CAN TRUST

## FINAL FANTASY: CRYSTAL CHRONICLES 06



The prodigal game is returning to its spiritual home

## METROID PRIME 68



Quite simply one of the best video games ever made

## LEGEND OF ZELDA: THE WIND WAKER 54



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# UP FRONT

## CUBE

## INFORMATION

FINAL FANTASY: CRYSTAL CHRONICLES

PUBLISHER: NINTENDO

DEVELOPER: GAME DESIGNER'S  
STUDIO

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1-4

PERCENTAGE COMPLETE



## AT-A-GLANCE

- FINAL FANTASY COMES HOME!
- OLD-SKOOL CHARACTER DESIGN
- FOUR-PLAYER ADVENTURE
- GBA-LINK COMPATIBLE
- FAMILIAR ENEMIES

TOTAL COMPACT MOVIES PICTURES



Q4 '03

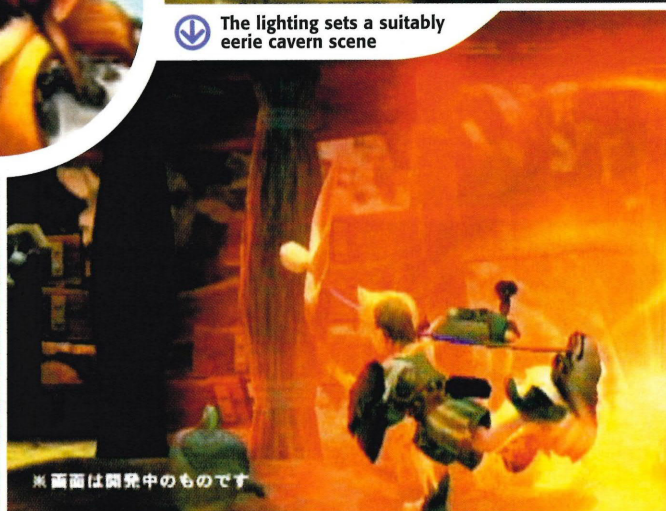
MAR '03

Q3 '04

*It's final, it's fantastic and it's four-player. It can only be one thing...*



The lighting sets a suitably eerie cavern scene





**"FOUR PLAYERS WILL BE ABLE TO GO THROUGH THE ENTIRE ADVENTURE TOGETHER"**



Final Fantasy fans will definitely recognize the enemies, especially the Skeletons



# FINAL FANTASY: CRYSTAL CHRONICLES

**IT'S BEEN A** few months since Squaresoft officially announced that it would create a subsidiary company, Game Designer's Studio, in order to bring a *Final Fantasy* game to the GameCube, and now at last we can bring you decent-sized screenshots and artwork from this highly anticipated RPG. Studio head Akitoshi Kawazu has leaked a few further details to the press to give us some clues as to how the game will play, but there's still very little to go on. Here's what we know so far:

*Crystal Chronicles* will be a four-player game. Yes, this means four players will be able to go through the entire adventure together! There are a few potential problems with this though. For example when exploring villages (as illustrated in some of the artwork), all four players will be represented on the screen. Therefore, you will have to agree where

to go. But what about speaking to people? Will you only be able to speak to one person at a time or will multiple text boxes appear on the screen? A possible answer can be found in *Secret Of Mana*, in which only one person could have a conversation at a time. We know for sure that battles will be resolved in a slightly differently way to your typical *Final Fantasy* offering. If you have a GBA plugged in, your stats will not appear on the big screen. Instead you will have to look at the GBA screen to check your health and magic meter. The GBA can also be used to control the game, suggesting that battles will still be a fairly simple case of selecting a command and tapping a button.

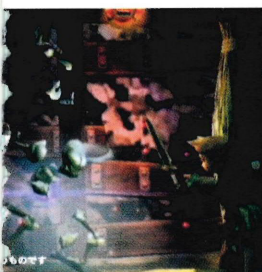
With no on-screen indicators you won't know the condition of your team mates, so poorly players will have to ask to be healed. Similarly, if one player casts an Analysis spell, the enemy data will only

appear on that person's GBA screen and they will have to pass on the vital info to the relevant character. Imagine the boss battles; they'll be frantic to say the least, and it sounds like a fantastic reason to buy a GBA if you don't already have one.

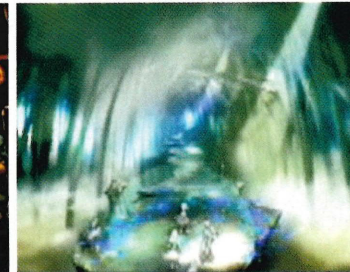
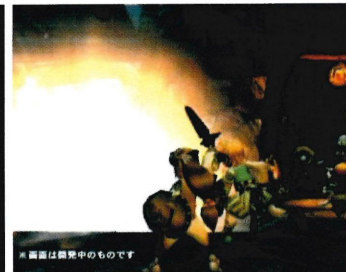
The story is based around two main characters. No names are available yet but the blond-haired boy and the brown-haired girl are the primary players, both featuring prominently in the artwork and in the gameplay sequence. Next up are the twins. Well, either they're twins or they're from an extremely in-bred clan. The pod people, the lanky people and the warrior girls will all join your quest along the way, although what importance they hold is currently unknown.

**CUBE** suspects Nintendo will release solid details towards the end of December. Until then, here's everything we have.

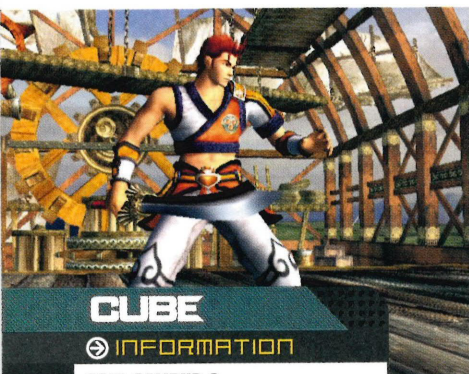
CUBE



Game Designer's Studio







CUBE

INFORMATION

SOUL CALIBUR 2

PUBLISHER: EA

DEVELOPER: NAMCO

ORIGIN: JAPAN

GENRE: BEAT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

■ 16 PLAYABLE CHARACTERS

■ MANY DEVASTATING WEAPONS

■ AUTHENTIC MARTIAL ARTS MOVES

■ ORCHESTRAL MUSIC SCORE

■ CLASSIC FIGHTING GAMEPLAY

TOTAL net MOVIES ✓ PICTURES ✓



Q4 '03

MAR '03

Q3 '03

CUBE  
NEW  
DETAILS

# SOUL CAL

*How much longer do we have to wait to return to the stage of history?*



**THE FINAL RELEASE** date may still be horribly vague, but at least *Soul Calibur 2* now has a publisher in the UK. A deal with industry giant Electronic Arts will see not only this, but all of Namco's GameCube titles making their way to these shores, including the Xbox hit *Dead To Rights*, which has been clandestinely ported and enhanced for its GameCube outing.

Since our last look at *Soul Calibur 2*, we've uncovered some rather nifty little extras that will be available, including four new gameplay modes joining the regular Arcade mode. These are Time Attack, Three Minute Practice, Survival and Conquest. While the first three are fairly self-explanatory, Conquest is actually something brand new and highly innovative. When you start a game in this mode you're asked to enter a name and password, before selecting a group of combatants to compete against. You then take part in single round fights, after which you're awarded points

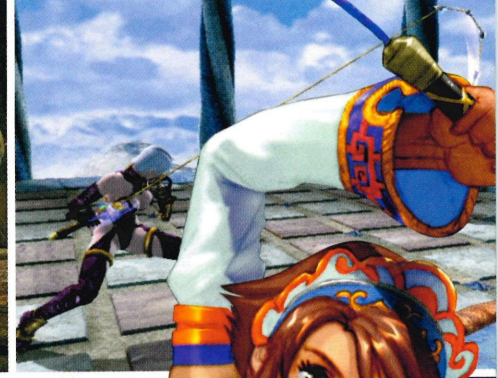


Prepare to meet the most fearsome characters in beat-'em-up history



**"DON'T RULE OUT THE POSSIBILITY OF FULL ONLINE MULTIPLAYER MATCHES"**

UP FRONT  
SOUL CALIBUR 2



# IBUR 2

towards four different attributes – soul, power, skill and wisdom. As your skills improve in each of these areas, your ranking rises in much the same way as you'd 'level-up' in an RPG. At the end of the game your name and ranking is saved to the machine's internal memory, so other players can compete against your semi-developed character. You're also given a password, enabling you to continue your game on any console, anywhere in the world.

It's not clear how and indeed if this feature will be translated for the home version, though we expect some sort of online option allowing players swap data over the net. Also, don't rule out the possibility of full online multiplayer matches – a recent rumour from Japan is suggesting that home versions will include such a thing and there's nothing preventing the GameCube version from doing hooking up to the net.

One thing that's certain though is the

inclusion of a secret character called Charade. Based on the eye of the Soul Calibur itself, Charade has the ability to fight as any of the other characters from the line-up. Initially it looked likely that Charade was to replace Inferno as the final boss, though after completing the game a fair few times it seems this isn't the case. One thing we did learn however, is that sidestepping is much more pivotal to winning fights this time round and actually works more effectively than in any other 3D fighting game. The best part is that the CPU has been cranked-up a few difficulty notches too and actually uses sidestepping to its own advantage.

Rest assured all your questions about the GameCube version will be answered in the New Year. Will there be online play? Is Link a secret character? And, more importantly, when we'll be able to get our hands on it? More details very soon...

CUBE



No matter how you dress it up, rhythmic gymnastics suck



GCN  
GAMECUBE NEWSNEWS  
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AT A GLANCE

THREE FOR THE PRICE  
OF ONE

No, you're not dreaming – this is gaming heaven. Not one, not two, but three Zelda games.



PAGE 010-011

## 5-STAR TREATMENT

Capcom reveals Production Studio 4, a department dedicated to exclusive GameCube content.



PAGE 012-013

## STYLE GURUS

We review the latest promotional offering from Nintendo as DVD becomes a reality.



PAGE 014

## SONY LOSES OUT

Two Japanese giants, Squaresoft and Enix will merge early next year. How does this benefit us? Read on...



PAGE 016

## TOTALGAMES.NET

Check out the latest on the forums, and grab your free fascias and a £5 GAME voucher!



PAGE 018-019

## CHARTS/RELEASE LIST

See what's been selling this month and when your most anticipated titles are coming out.

**UK CHART**

RANK	TITLE	DEVELOPER
1	NEW STRAPAS ADVENTURES	NINTENDO
2	1 SUPER MARIO BROS. REMAKE	NINTENDO
3	4 HARRY POTTER: CHS	EA
4	THE LORD OF THE RINGS: THE TWO TOWERS	VUOLVO

PAGE 020-021



⊕ Two Zeldas, and we don't understand the rest!

## THREE FOR THE P

No, you're not dreaming – this is gaming heaven!

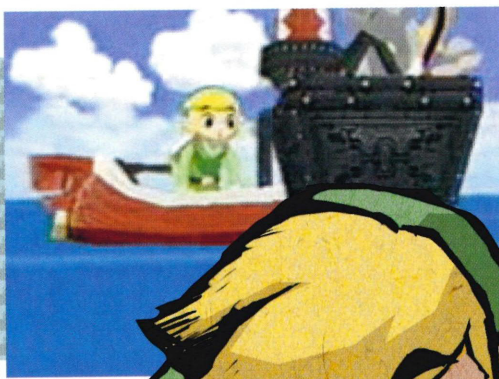


**IT SEEMS THAT** in Japan at least, Nintendo is really stepping into a higher gear for Christmas and the new year. Not content with securing five original titles from Capcom (see pages 12-13), preparing us for a presentation from Konami and promising a huge announcement itself at the end of the year – They've also taken it upon themselves to turn Zelda into the most desirable thing in existence. As if the game on its own wasn't good enough, Nintendo will also throw in a GameCube version of *Zelda:*

*Ocarina of Time* and previously unreleased *Ura-Zelda* (an

*Ocarina of Time* expansion pack that was originally planned for the ill-fated 64DD) plus movies of *Resident Evil 4* and Sega's *F-Zero GC!* And all of this for the same price as a regular game! About four months ago rumours were flying around that a *Zelda All-Stars* game was in development at Nintendo of Japan's HQ. Despite high hopes nothing was confirmed and everything went quiet until recently. Well, it looks like the rumours were true. The GameCube versions of the N64 and 64DD titles will be almost identical to the originals, albeit with smoother textures and a





⬆ More Zelda than you can shake a honking great stick at, comin' atcha



# RICE OF ONE!

highly improved framerate. Consider the Animal Crossing scenario – the GameCube version is exactly the same as the N64 version aside from looking cleaner and smoother.

This special promotion disc-set will be available to Japanese gamers who pre-ordered the game on 28 November. Nintendo has yet to officially confirm whether this amazing promotion will appear outside of Japan, but surely they won't dare hold back, especially in Europe where the GameCube isn't doing as well as it could be. Let's face it – if this disc remains solely in Japan, it will be the equivalent

of Nintendo taking a loaded gun and aiming squarely at its own feet. Needless to say, the next issue of CUBE is going to contain EVERYTHING you need to know about this ultra-special package. As if reviewing *Zelda: Tact of the Wind* won't be a phenomenal task in itself, we now have to play through two more *Zelda* adventures as well. Such a hard life...

What's more, just as we were going to press we received a bunch of new *Zelda* screens we couldn't fit into this month's In-Depth (page 54-59), so we've included them here for you instead. Check out the dark knight.

CUBE

## CUBE

SAYS...

FIRST IMPRESSION

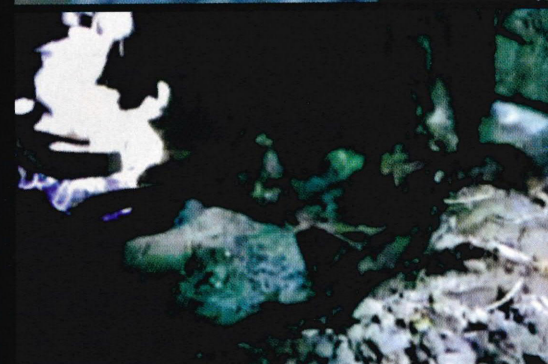
■ This is very promising indeed. At the end of the day it's all down to the games, and with software packages like this Nintendo will take the world by storm. Just imagine if all Nintendo's franchise games included old versions as a bonus. It could happen with 1080° and F-Zero next year. The conversion obviously isn't a difficult process and this could be the start of something very special (We can but dream – Ed).

CUBE

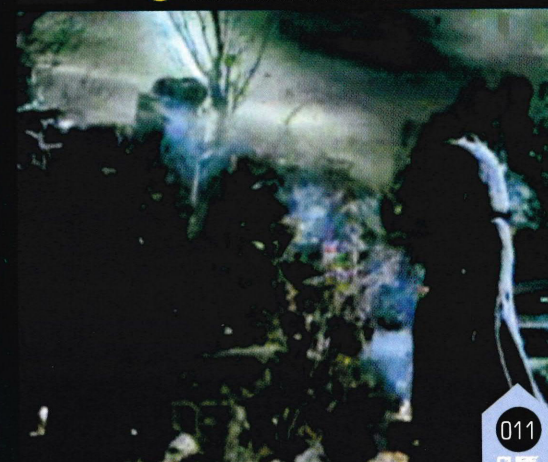
## LITTLE LINK POTTER

HOW ABOUT A ZELDA FILM THEN?

Cinema screens across the US are currently showing footage of the up-and-coming GameCube *Zelda* game. Taking on a style very reminiscent of *Harry Potter* and *Lord Of The Rings*, it mixes real-time footage of a girl walking through a windswept Hyrule with very old clips of the game. It turns out at the end that the girl is in fact Link's sister, and she's talking of past times. The realtime sections look fine, but it's a shame they've slapped in such old footage of the game. Still, the tie-in with *Harry Potter* and *Lord Of The Rings* should grab people's attention.



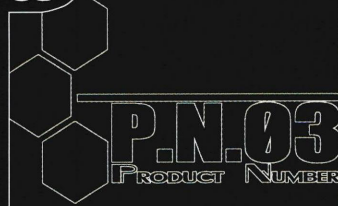
⬆ We can only hope to see Link's adventures translated to the silver screen





## GAME PROFILES

FIVE OF THE BEST ONLY ON GAMECUBE

PRODUCT NUMBER  
03

**DIRECTOR:** Shinji Mikami (RE series)  
**PRODUCER:** Hiroyuki Kobayashi  
*(Devil May Cry, RE and Dino Crisis series)*  
**GENRE:** Third-person  
 Shoot-'em-up  
**JAP RELEASE:** Q1 '03

## VIEWTIFUL JOE



**DIRECTOR:** Hideki Kamiya  
*(RE2, Devil May Cry)*  
**PRODUCER:** Atsushi Inaba  
*(Steel Battalion)*  
**GENRE:** Side-scrolling  
 Beat-'em-up  
**JAP RELEASE:** Q1 '03

## DEAD PHOENIX



**DIRECTOR:** Hiroki Kato  
*(RE Code: Veronica)*  
**PRODUCER:** Atsushi Inaba  
*(Steel Battalion)*  
**GENRE:** Air-based  
 Shoot-'em-up  
**JAP RELEASE:** Summer '03

AGE	TITLE: BIOHAZARD 4	TITLE: VIEWTIFUL JOE	TITLE: P.N.03	TITLE: DEAD PHOENIX	TITLE: KILLER7
-----	--------------------	----------------------	---------------	---------------------	----------------

"For the sound growth of the gaming industry."  
 "For GameCube."

These words describe our initial thoughts.  
 In an industry where you create to amuse and entertain, do you sense a crisis about the industry's continuing regression of excitement and new stimulation?

We believe that the regression of excitement is solely the fault and responsibility of we creators. By the same token, we believe it is also our mission and responsibility to create something that is "worth seeing" for the user.

In a market that has become prosaic with character dependent games and sequel games, we, the 4th Production Studio of CAPCOM, would like to take this opportunity to announce 5 new and exciting games for the GameCube.

The games you'll see on this page are all the works of our unique and talented (but slightly twisted) directors.

We hope you will keep close tabs on the progress and the release of these games.

biohazard VIEWTIFUL JOE P.N.03 DEAD PHOENIX

So many goodies covering a wide spectrum of content and styles. Hurray for Capcom!

Production Studio 4 Announcements.

## 5-STAR TR

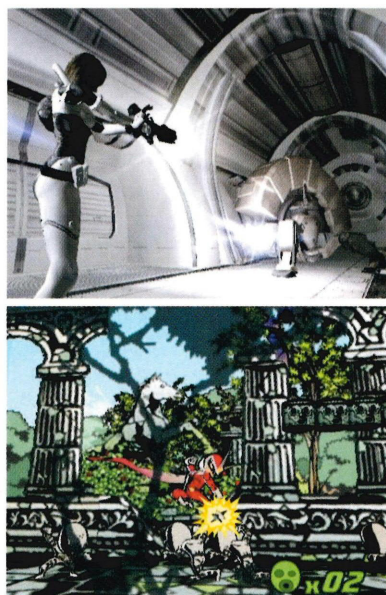
## Capcom reveals GameCube-dedicated development studio

**"FOR THE SOUND** growth of the gaming industry... for GameCube."

"In an industry where you create to amuse and entertain, do you sense a crisis about the industry's continuing regression of excitement and stimulation? In a market that has become prosaic with character-dependant games and sequel games, we, the 4th Production Studio of CAPCOM, would like to take this opportunity to announce five new and exciting games for the GameCube."

Just a few months ago, Capcom let slip that it had five new GameCube projects in development. With *Resident Evil Remake*, *Capcom Vs SNK 2: EO* and *Resident Evil Zero* already under its

belt, it was difficult to predict what these titles would be. *Megaman EXE Transmission* had already been announced, as had *Resident Evil 2*, *3* and *Code: Veronica*. The sixth game in the survival horror series was the only confirmed title out of the five. So what could the other four be? The much-rumoured *Project Devil*? Maybe even the version of cell-shaded racer *Auto Modellista* that we've been hanging on for? The truth is far better than we could have hoped for. *Project Devil* and *Auto Modellista* may well turn up in the future, but the games Capcom is talking about are all exclusive to GameCube. Production Studio 4, headed up by *Resident Evil*'s Shinji Mikami, will be





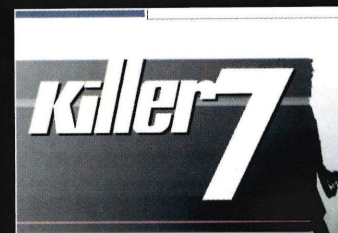


Developers are really starting to push the 'Cube's hardware

## GAME PROFILES

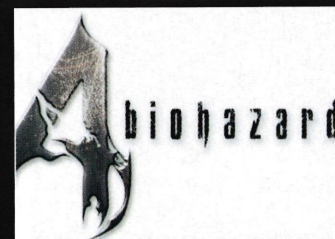
FIVE OF THE BEST ONLY ON GAMECUBE

### KILLER 7



**DIRECTOR:** Gouichi Suda  
(Fire Pro-Wrestling series)  
**PRODUCER:** Shinji Mikami  
(RE series)  
**GENRE:** Detective Shoot-'em-up  
**JAP RELEASE:** Q4 '03

### RESIDENT EVIL 4



**DIRECTOR:** Hiroshi Shibata (RE3)  
**PRODUCER:** Hiroyuki Kobayashi  
(Devil May Cry, RE and Dino Crisis series)  
**GENRE:** Survival Horror  
**JAP RELEASE:** 2004

# EATMENT

responsible for GameCube-exclusive content. Between now and 2004 the five teams at PS4 (hehe, the irony...) will bring us *Resident Evil 4*, *Product Number 03*, *Killer 7*, *Dead Phoenix* and *Viewtiful Joe*. All five teams will share their knowledge of the hardware, and all five teams already have a detailed insight in the GameCube based on the development of *Resident Evil Remake* and *Resident Evil Zero*. These five games will be true second generation titles and it already shows – we never dreamed of seeing games this good in this console generation.

*Resident Evil 4*, presented in full 3D, looks five times better than *Resident Evil Zero*. Starring *Resident Evil 2*'s Leon Kennedy, the game follows the STARS team member's journey into the heart of Umbrella's corrupted empire. He comes across the unimaginable horrors of the Progenitor Virus, but his biggest battle is with himself... he is slowly becoming a Tyrant.

*Resident Evil 4* is where all the familiarity ends. The other titles are completely and utterly original. *Product Number 03* sees you taking on the role of a mercenary robot hunter and

blasting everything in sight. *Killer 7* oozes style and violence, and is about a wheelchair-bound assassin with seven personalities. *Dead Phoenix* lets you take to the skies in a game that has similarities to *Panzer Dragoon* and *Viewtiful Joe* is a fast-paced, side-scrolling beat-'em-up like you've never seen. We'll bring you full previews of all these titles next issue. Until then, try to hang in there!

CUBE

**"WE NEVER DREAMED OF SEEING GAMES THIS GOOD IN THIS CONSOLE GENERATION - THESE ARE TRUE SECOND GENERATION TITLES"**

## CUBE

SAYS...

FIRST IMPRESSION

■ What a month it's been, what with the *Zelda* news and then this. Every one of these five titles looks amazing, and two of them are out in Japan within the next four months! Capcom really is pushing the GameCube and we're going to start seeing more and more second generation titles as developers become more familiar with the hardware. And this is just the beginning! With Nintendo due to make a big announcement any day now and companies such as Konami readying major titles, 2003 is going to be a year to remember.



## CUBITES

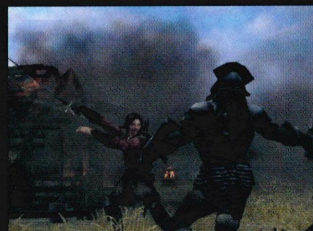
LAPPING AT THE WORLD  
OF NINTENDO LIKE A  
THIRSTY DOG

## CODE GREEN

If you're into importing all the latest in Japanese accessories, you'll be pleased to hear that a green GameCube controller and a platinum WaveBird are now available.

## IT TAKES TWO

EA has announced that Lord of the Rings: The Two Towers will indeed be coming to GameCube. What a surprise. When will we start seeing games optimised properly for the 'Cube?



## MISSILES AWAY!

Dogfight fans listen up. Global A Entertainment is set to bring Zero Fighter to the Cube early next year. Apparently the game will play a little like Namco's Ace Combat. Expect more shots next issue.

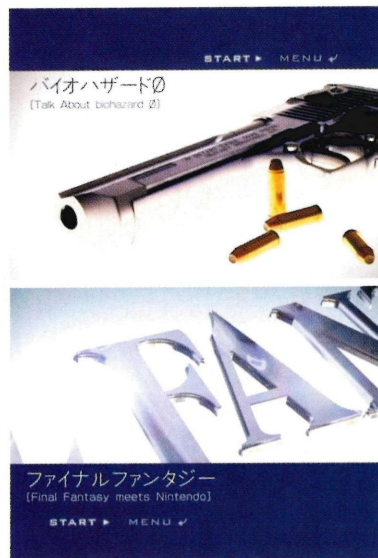


## SQUARED UP

Japanese outfit Ideas Factory is developing a GameCube RPG by the name of Generation Of Chaos Exceed: The Princes Of Darkness. No idea what it's about, but hey, we just work here. A release outside Japan is doubtful.



## Nintendo DVD becomes a reality



Every Nintendo fan will want to get their hands on this corking package

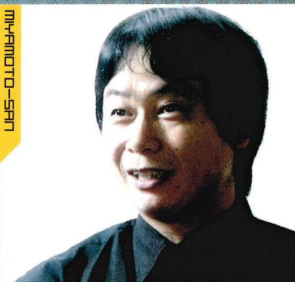
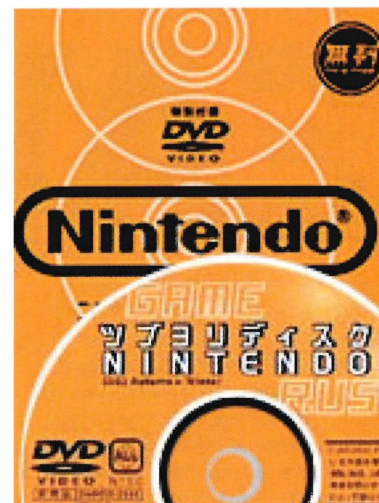
## STYLE GURUS

**JUST OVER A** month ago Nintendo released its first ever promotional DVD. Going by the name of *Nintendo DVD Autumn Issue*, the free 82-page booklet/DVD package features interviews with legendary games designer Shigeru Miyamoto as well as Shinji Mikami (*Resident Evil*), Tatsuya Minami (*Resident Evil Zero*) and Akitoshi Kawazu (*Final Fantasy: Crystal Chronicles*) among others. These interviews are interspersed with artwork and exclusive in-game footage.

Finding the product outside of Japan has been a complete nightmare – even the most hardcore of importers have had trouble getting it, but we've done the impossible and got our hands on one. True to form, when Nintendo does

something it does it right. The booklet resembles a collector's edition DVD. With an extremely high print quality and oozing style, this is something you'll want to frame. Even so it's merely the icing on the cake. What you really want is the brand new, full screen, in-game footage of three highly anticipated GameCube titles; *Final Fantasy*, *Legend of Zelda* and *Resident Evil Zero*. You can find more information and brand new shots of these games on pages six, 54 and 60. Similar demo DVDs, though nowhere near as plush, have recently been given away at the Cube Clubs in the US. As reported last issue, Nintendo's attitude towards Europe is changing for the better and it shouldn't be too long before we see our own versions.

CUBE





# tv to go?



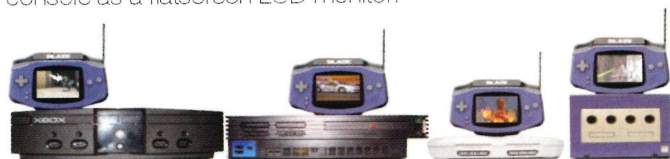
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## THEY SAID WE SAID

CUBE EXPOSES THE SHAMEFUL  
MUMBLINGS OF THE INDUSTRY

**THEY SAID...** "I don't think they [Microsoft] understand the business of game consoles at all. They will absolutely fail."

"If Microsoft believe they can use the strategy they have experience with in PC operating systems, they should just quit right now because there's absolutely no chance they'll win."

"The Xbox is in a state of complete defeat in Japan. The chances of a comeback are close to zero. The odds are against them in North America too."

"They [Microsoft] may say that they'll 'keep going until they win,' but that reminds me of the US when it plunged into the depths of the Vietnam War."

"Microsoft has been almost 'too lucky' up to now. No matter if you're a person or a business, your luck has to run out sometime."

"Software is a very fluid business. You have to be flexible, changing your colours like a chameleon to survive. There's no room for monopolistic practice in this industry." (Hiroshi Yamauchi, former President and current Advisor for Nintendo of Japan)

**WE SAID...** Ah, Mr Yamauchi, you certainly keep the industry on its toes. Japanese businesses really aren't too keen on 'monopolistic' western companies – an attitude, which goes some way to explaining Xbox's relative failure in the Far East. NCL's former President really sticks the knife in sometime but he does know what he's talking about. The week following this interview, GameCube went on to sell neck-and-neck with the PS2, outselling the Xbox by a ratio of 14:1.



⬆ Nintendo's current President, Iwata-san; not quite as vocal but just as scary.

...ENOUGH, MY HEAD HURTS.



# WHEN TWO WORLDS COLLIDE...

## Sony loses its grip on Squaresoft

**JAPANESE VIDEOGAME PUBLISHERS** Squaresoft and Enix are set to merge at the end of this fiscal year (March 2003). Best known for their *Final Fantasy* and *Dragon Quest* series' respectively, the new company will assume the name Square Enix.

Why are we telling you this? – Because it has a marked effect on the GameCube. Following the dismal performance of *Final Fantasy: The Spirits Within* in box offices worldwide, Sony pumped considerable funds into Square. As part of the deal Square was obligated to develop games for the PS2 only. The pending merger will reduce Sony's percentage share from 18% (Square) down to 8% (Square Enix). This means that Sony no longer has final say on development decisions; that will fall squarely on the new Company's directors' shoulders. We don't expect any more announcements to occur before March next year, but it would be foolish for the new company to ignore the GameCube as a potential platform, especially given the console's recent rocketing sales figures in Japan.

The two hugely successful RPG series will not be merged, so *Final Fantasy Vs Dragon Quest* is not on the cards. Instead, the development of the two will continue as it always has done.

CUBE



⬆ Both the *Final Fantasy* and the *Dragon Quest* series' will be kept separate.

アニキ 盗られたら盗り返す!  
それスフィアハンターの掟!

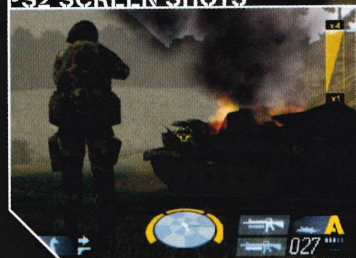


**SELECT YOUR SOLDIERS  
GET THE REAL TASTE OF THE BATTLEFIELD**

# Tom Clancy's **GHOST RECON**

**THE 2001 PC GAME OF THE YEAR NOW ON CONSOLES**

PS2 SCREEN SHOTS



XBOX SCREEN SHOTS

**BONUS : INCLUDES DESERT SIEGE MISSION PACK\***

● **Next-generation military technology :**  
use the newest infantry gear and weaponry

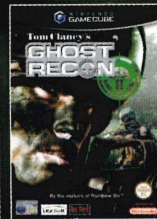
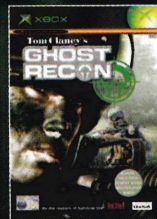
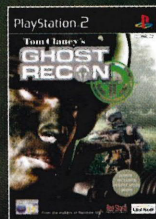
● **More than 25 multiplayer maps in**  
cooperative & adversarial modes



\*Desert Siege is single player on PS2 and Gamecube. Multiplayer on Xbox.



PlayStation 2



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## CUBITES

LAPPING AT THE WORLD OF NINTENDO LIKE A THIRSTY DOG

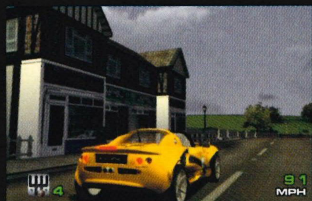


### TOP SPOT

Both *Metroid Prime* and *Resident Evil Zero* stormed to the top of the US charts this month when they sold in excess of 250,000 units each within the first three days!

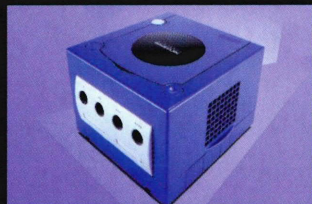
### LOTUS POSITION

Virgin Interactive will bring Lotus Challenge to the GameCube in March '03. The arcade-style racer will be virtually identical to the recent Xbox version and will be a welcome addition to the GameCube's starved racing library.



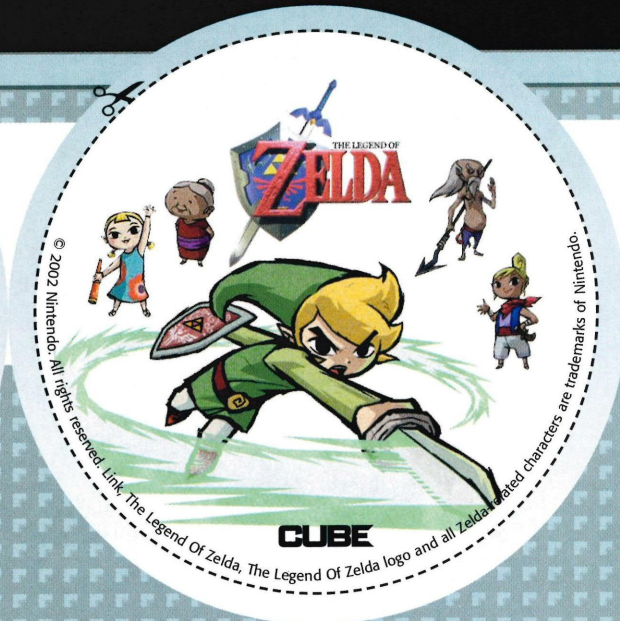
### GETTING THERE

GameCube is currently selling neck-and-neck with PS2 in Japan. This is a phenomenal feat considering that Sony's machine was consistently outselling it by a ratio of at least 3:1. Meanwhile the Xbox is nowhere to be seen.



### CAPCOM AGAIN

After announcing five exclusive titles this month, Capcom is set to make yet another big announcement concerning its future. Could this be the rumoured buyout by Nintendo? All will be revealed next month.



# CIRCLES OF POWER

## Link is taking on the world from atop your GameCube!

**LINK HAS ARRIVED** in the office and to celebrate we've gone and created two very special pieces of artwork starring the boy wonder himself. Oh, and then there's the very lurvely looking, split-personality shoot-'em-up *Killer 7* if the magical elf does nothing for you. Yeah right, as if you wouldn't want Link on the top of your GameCube...

### FEELING LEFT OUT?

Missed out on our amazing free gifts from issues 9 and 12? Go to page 124 and get yourself a copy then!



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WHEREVER YOU ARE in the world, all you need is a computer and access to that there 'interweb' to catch up on the latest musings of the CUBE team. Carefully point your browser in the direction of [cube.totalgames.net](http://cube.totalgames.net) then sit back and let the screen fill your vision with all manner of Cuboid goodness. You can access reviews of every game featured in the magazine as well as screenshots, movies and news of forthcoming titles that you owe it to your long-suffering console to play. You can even share your thoughts with thousands of other Nintendo fans. It's a beautiful thing!

## CUBE MOST PLAYED

THE GAMES THAT WE PLAY... WHEN WE AREN'T WRITING THE MAG.



### METROID PRIME

It's a wonder how Chandra got any work done this month. Every time the team's back was turned he'd sneak off for another 'quick' session. The thing is, a 'quick' session was about four hours long. Damn this game's addictive gameplay and damn Nintendo and Retro.



### RESIDENT EVIL ZERO

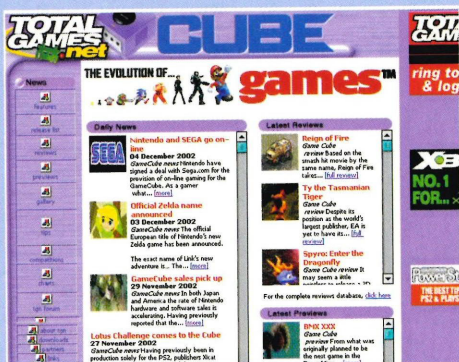
Seeing as the only copy of *Metroid* was hogged by Chandra, the rest of the team got stuck into Capcom's latest survival horror. "Oh, so that's how it happened," was the term most used in the office this month.

And then we died. Hey, it's hard!



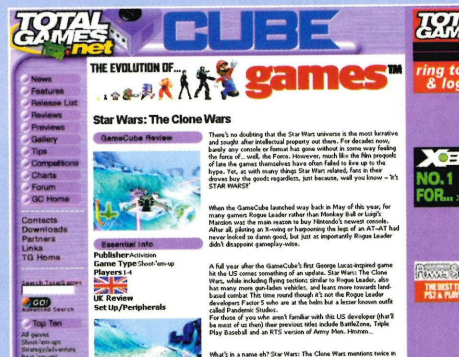
### TIMESPLITTERS 2

... and still we're playing it. Playing style of the month is two teams of monkeys. There's just something about the little primates that makes us smile. Obviously it's illegal for one person to use a monkey so the simple answer is that everyone uses monkeys. Ooh-oooh and indeed ah-ah! That was a monkey noise by the way.



### UP-TO-THE-MINUTE NEWS

There's never a quiet moment in the world of gaming, and if you don't keep an eye on what's going on you may just be left behind. To avoid this nightmare scenario, head on over to the front page of [cube.totalgames.net](http://cube.totalgames.net) each day to check out the latest gossip. From here you'll be able to hit a link to see what's new, and if you want to take a trip back in time, just use the search engine.



### CUBE, WITHOUT THE PAPER

If you were crazy enough to miss an issue of the gaming bible that is CUBE then fear not! Each month all of the reviews and previews are uploaded to TGN, so you'll be able to have a quick look at what games are currently causing us to loosen our ties at lunchtime before hitching a bus into town and spending your wedge. We're just too kind. No really, we are...



### THE HOTTEST CHEATS IN TOWN

Getting grief from Gannondorf? Receiving a kicking from Koopa? The tips index at [cube.totalgames.net](http://cube.totalgames.net) may just be your saviour! The CUBE SOLUTIONS team work night and day to provide their readers with the most helpful and relevant walkthroughs and cheats around, so if you find yourself all of a tizz, you know where to go. Obviously you should try and do it yourself first though, there's a good chap.



### CHAT WITH LIKE-MINDED GAMERS

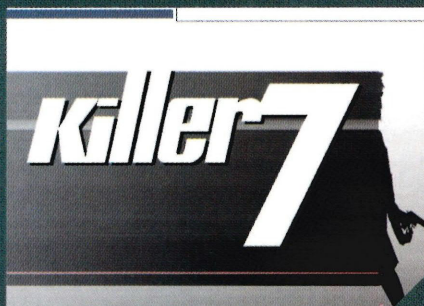
If we've ever got a spare minute or two on our hands between typing and playing *TimeSplitters 2* then we invariably end up at the TGN forums... and so should you. People from all over the planet gather here to talk about the subject of games. To say that it's interesting at times would be to push the definition of the term 'understatement' over the edge. You never know who you might meet!



CUBE  
MOST WANTEDTHE GAMES THAT EVERYONE'S  
TALKING ABOUT...

## RESIDENT EVIL 4

What Capcom has achieved technically with *Resident Evil 4* is incredible. Aside from looking amazing, the new game appears to be much darker and even more sinister than previous games. Pain, anguish and possession are the themes, but why the long wait?



## KILLER 7

Quite frankly, all of Capcom's new games are on our most wanted list but if we absolutely had to pick just one (aside from *Resident Evil 4*) it would be this. Disgustingly stylish, violent and starring a wheelchair-bound hero with seven personalities, how can you possibly not be interested?



## THE LEGEND OF ZELDA

In typical Nintendo fashion the best bits of the game are left until a few weeks before release. Not one, but three *Zelda* games will be released in December. As if *The Wind Waker* wasn't enough to be getting on with...

Take a look at the latest screens (pages 10-11 and 54-59) and dare to disagree.

## RELEASE LIST

CUBE's at-a-glance guide to what you can expect in 2002.

Territory	Game	Publisher	Genre	Release Date	Anticipation
US	Legends Of Wrestling 2	Acclaim	Sports	Nov '02	★
Jap	The Legend Of Zelda	Nintendo	Adventure	13 Dec	★★★★★
UK	X-Men: Next Dimension	Activision	Beat-'Em-Up	Dec '02	★★
UK	Shrek Extra Large	TDK Mediactive	Adventure	Dec '02	★
UK	LOTR: The Two Towers	EA	Adventure	Jan '03	★★★
US	Resident Evil 2	Capcom	Adventure	Jan '03	★★★
UK	Ghost Recon	Ubi Soft	Shoot-'em-up	Jan '03	★★★
US	Resident Evil 3	Capcom	Adventure	Jan '03	★★★
UK	Galleon: Islands of Mystery	Interplay	Adventure	Jan '03	★★★
US	Star Wars: Bounty Hunter	Activision	Adventure	Jan '03	★★★★★
US	Zapper	Infogrames	Platform	Jan '03	★
UK	Batman: Dark Tomorrow	Kemco	Adventure	Jan '03	★
Jap	Wario World	Nintendo	Adventure	Jan '03	★★★★
UK	Big Mutha Truckers	Empire	Racing	Feb '03	★★
US	The Legend Of Zelda	Nintendo	Adventure	Feb '03	★★★★★
UK	Robotech: Battlecry	TDK Mediactive	Shoot-'Em-Up	Feb '03	★★★
Jap	1080° Avalanche	Nintendo	Sports	Feb '03	★★★★★
Jap	Soul Calibur II	Namco	Beat-'em-up	Mar '03	★★★★★
UK	Metroid Prime	Nintendo	Shoot-'em-up	Mar '03	★★★★★
Jap	Ridge Racer VI	Namco	Racing	Mar '03	★★★★★
UK	Lotus Challenge	Virgin	Racing	Mar '03	★★★★
UK	Animal Crossing	Nintendo	Adventure	Q1 '03	★★★★★
UK	Phantasy Star Online Epl&II	SEGA	Adventure	Q1 '03	★★★★
Jap	F-Zero GC	SEGA	Racing	Q1 '03	★★★★★
UK	Micro Machines	Infogrames	Racing	Q1 '03	★★
UK	Rayman 3	Ubi Soft	Adventure	Mar '03	★★★★
UK	XIII	Ubi Soft	Shoot-'em-up	Q3 '03	★★★★★
UK	The Legend Of Zelda	Nintendo	Adventure	Apr '03	★★★★★
Jap	P.N. 03	Capcom	Shoot-'em-up	Mar '03	★★★★★
Jap	Killer 7	Capcom	Shoot-'em-up	Mar '03	★★★★★
Jap	Mario Party Online	Nintendo	Party Puzzler	Q2 '03	★★★★★
Jap	Mario Kart Online	Nintendo	Racing	Q2 '03	★★★★★
Jap	Animal Forest Online	Nintendo	Adventure	Q2 '03	★★★★★
Jap	GameCube Wars	Nintendo	Strategy	Q2 '03	★★★★★
Jap	StarFox GC	Nintendo	Shoot-'em-up	Q2 '03	★★★★★
Jap	Viewtiful Joe	Capcom	Beat-'em-up	Q3 '03	★★★★★
Jap	Dead Phoenix	Capcom	Shoot-'em-up	Q4 '03	★★★★★
Jap	Resident Evil 4	Capcom	Survival Horror	2004	★★★★★

## CUBE RECOMMENDS

IF WE COULD AFFORD THREE GAMES THIS MONTH, HERE'S WHAT THEY'D BE...



## STAR WARS: BOUNTY HUNTER

The GameCube version is significantly better than its PS2 cousin, and what better way to act out your *Episode II* fantasies than to get stuck into this. All the weapons and gadgets you'd expect, in some truly stunning surroundings.



## LOTR: THE TWO TOWERS

We haven't even seen the GameCube version yet, but in true EA style you can expect a slight improvement over the PS2. We've played that version and it's good fun for a while. The film footage makes it all worthwhile though.



## BOMBERMAN GENERATION

This came out a few weeks ago, and if you don't own it already, go the hell out and grab a copy right now. Can you think of a better way to spend Xmas than with *Bomberman* and four pads... oh, and three other people of course.



# GAMECUBE CHARTS

GALACTIC HERO

## FOXY BABY!

STARFOX ADVENTURES

### OCARINA OF TIME ??

It's received extremely mixed reviews, but here at **CUBE** we love it, and would like to congratulate anyone who bought it. Judging by the chart data that's an awful lot of you. If you liked *Ocarina Of Time* and appreciate glorious musical composition and masterful graphics, there can be no argument. Get it now.



1

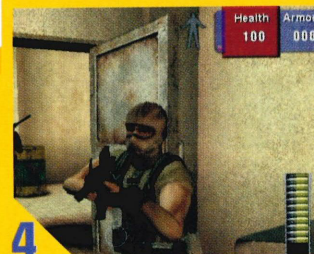
DIETETAS ALL ROUND

## KISS THE GROUND!

DIE HARD VENDETTA

### SAY GOODBYE YOU F@\*#!

It's good to see *Die Hard* high in the charts. We were worried that it may be a little bit too different to appeal to the masses, but it seems that you've all given it a chance. Refreshingly different and a really good use of the license. Damn that framerate though! *Metroid* has proved that it can be done.



4

## UK CHART

TOTAL GAMES.net

## ChartTrack

Week ending 30 November 2002

Well what a surprise; *StarFox Adventures* shoots straight to the top of the chart but Mario is still hanging on in there. Despite being a terrible game, *Jedi Knight II* manages to sneak in there on the back of the film.

All information compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	STARFOX ADVENTURES	NINTENDO	9.4
2	1	SUPER MARIO SUNSHINE	NINTENDO	9.4
3	4	HARRY POTTER: COS	EA	7.0
4	3	DIE HARD VENDETTA	VIVENDI	7.4
5	NEW	TONY HAWK'S PRO SKATER 4	ACTIVISION	9.3
6	2	FIFA 2003	NINTENDO	8.4
7	NEW	STAR WARS: CLONE WARS	ACTIVISION	6.7
8	NEW	STAR WARS: JEDI KNIGHT II	ACTIVISION	4.7
9	5	TIMESPLITTERS 2	EIDOS	9.5
10	9	SUPER SMASH BROS: MELEE	NINTENDO	8.6



STAR WARS: JEDI KNIGHT II

TIMESPLITTERS 2

STAR WARS: CLONE WARS



MARIO PARTY 4

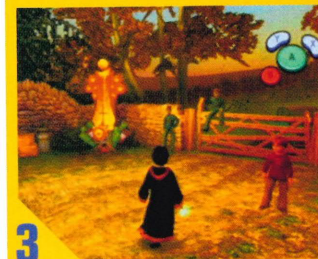
RESIDENT EVIL ZERO

## POT LUCK

HARRY POTTER: COS

### POTTERING UP THE CHARTS

If you're into the whole *Harry Potter* phenomenon then the current videogame interpretation is for you. Not an outstanding game by any means, but pleasant enough and sure to put a warm glow in your hearts, which is just what you need as the Winter months draw in, right? Okay, maybe not...



3

## SMASHING DRIVE

SUPER SMASH BROS

### THE GLOVES ARE STILL ON

How on Earth is this game still in the Top 10? Surely everyone on the planet has it by now, but apparently not. Well, either that or you like it so much that you're all buying multiple copies. That sounds about right actually. It's still the only four-player beat-'em-up out though, so that goes some way towards explaining things.



10

## US CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	Mario Party 4	Nintendo
2	NEW	One Piece Treasure Battle	SEGA
3	1	Starfox Adventures	Nintendo
4	2	Phantasy Star Online EP 1&2	Nintendo
5	3	Super Mario Sunshine	Electronic Arts

## JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	Metroid Prime	Nintendo
2	NEW	Resident Evil Zero	Capcom
3	NEW	Harry Potter: COS	EA
4	NEW	Tony Hawk's 4	Activision
5	5	Super Mario Sunshine	Nintendo

MAGICAL ADVENTURES

A FLURRY OF FISTS



## WHATEVER HAPPENED TO...

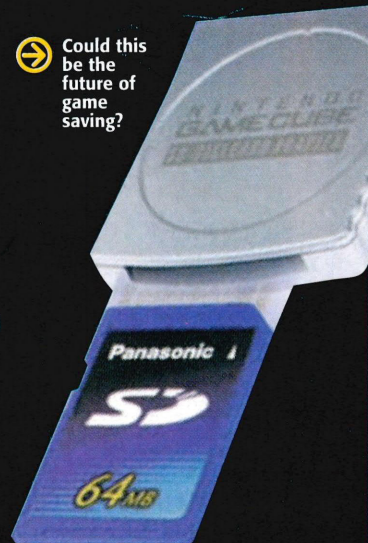
GOODIES WE WERE PROMISED THAT HAVE MYSTERIOUSLY FAILED TO APPEAR



## SD MEMORY CARD ADAPTER

Ever since the GameCube was first unveiled in Japan Nintendo has promised this accessory will be released. Panasonic's SD Memory Cards are about the size of a stamp and have a 64 Meg Capacity, four times that of the Memory Card 251 and 16 times that of a Memory Card 59. The SD Memory Card Adapter allows you to plug the card into your memory card slot. Despite having sat on Nintendo's websites worldwide for a year and a half now, there's still no set release date. We can only assume that Panasonic's new technology isn't coming along as quickly as Nintendo had anticipated.

➔ Could this be the future of game saving?



# CUBE GIVEAWAY



Oooh! That Spidey blagging sense is a-tingling...

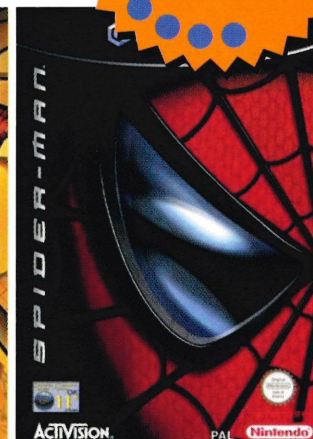
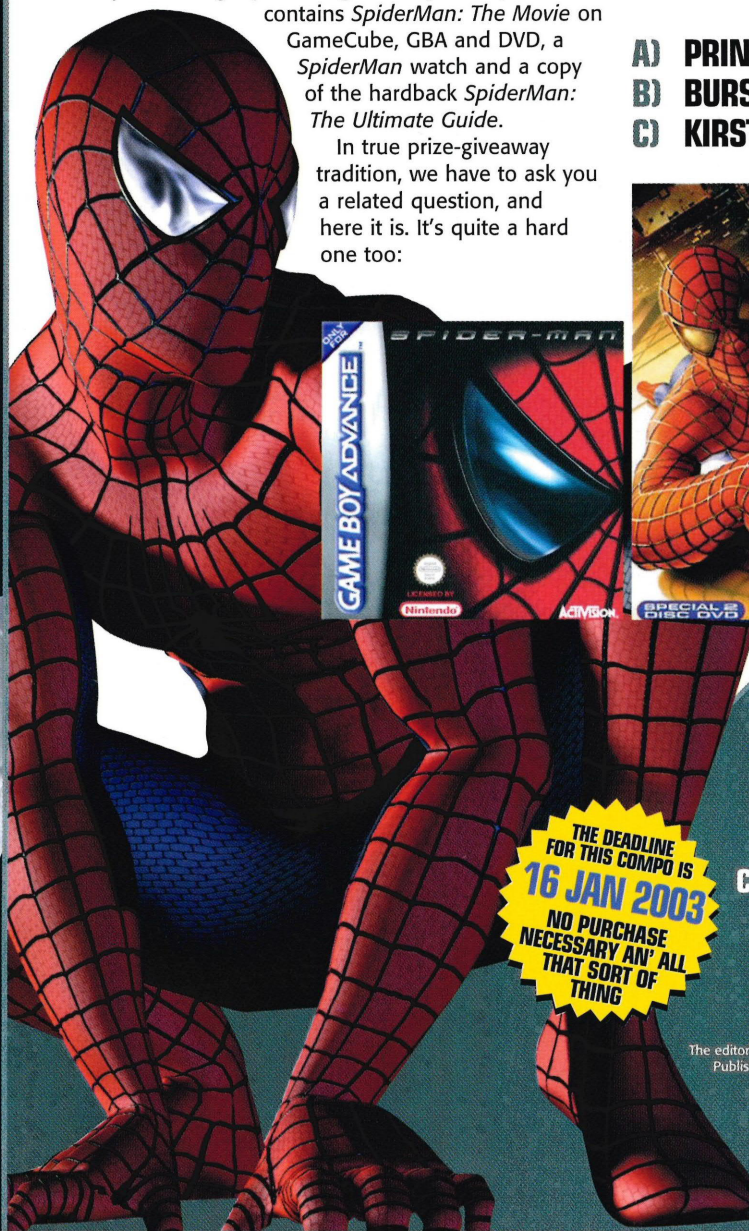
# FREE GIFTS!

**FANCY SOME FREE** stuff? Stupid question right? To coincide with the release of *SpiderMan: The Movie* on DVD, and to remind everyone that the videogame version is available on GameCube and GBA, we've got three *SpiderMan* gift packs to give away. Each pack contains *SpiderMan: The Movie* on GameCube, GBA and DVD, a *SpiderMan* watch and a copy of the hardback *SpiderMan: The Ultimate Guide*.

In true prize-giveaway tradition, we have to ask you a related question, and here it is. It's quite a hard one too:

Q) WHO PLAYS THE PART OF SPIDERMAN'S GIRL IN SPIDERMAN: THE MOVIE? IS IT:

- A) PRINCESS DAISY
- B) BURSTIN FORA-DUMP
- C) KIRSTEN DUNST



## QUESTIONS, QUESTIONS, ALWAYS QUESTIONS...

See, told you it was a hard one. Send in your answers, along with your contact details to:

**CRICKY WHAT A CRACKING SELECTION OF SPIDERMAN GUBBINS COMPETITION**  
CUBE, PARAGON PUBLISHING  
PARAGON HOUSE, ST PETER'S RD  
BOURNEMOUTH, DORSET, UK BH1 2JS

THE DEADLINE FOR THIS COMPO IS  
**16 JAN 2003**  
NO PURCHASE NECESSARY AN' ALL THAT SORT OF THING

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 16 January 2003.



# GAME BOY HITS THE BIG-TIME

## Play Game Boy games on your GameCube!

**ANYONE REMEMBER THE** Super Game Boy? It was an adaptor, which allowed you to play Game Boy and Game Boy Colour games through your SNES, thus allowing you to watch the action on your TV. Nintendo has just announced a big brother of sorts in the form of the Game Boy Player. The one-inch tall unit plugs into the base of the GameCube and allows you to play Game Boy, Game Boy Colour and Game Boy Advance games

through your GameCube. You can choose to control the games via the GameCube controller or by attaching your GBA via a link cable.

This new development opens up a whole new software library to GameCube owners – with over 1,000 titles to choose from you could be quite busy. We're certainly excited at the prospect of playing *Metroid Fusion* on a 42-inch plasma screen!



# GCN

GAMECUBE NEWS

## FINAL THOUGHT...

**WHAT IS IT** with the UK and games adverts? Nintendo UK has nothing significant to offer British gamers between the release of *Mario Party 4* (end of Nov) and *Metroid Prime* (March), so you'd expect some sort of attention-grabbing, innovative advertising campaign to be a priority. Why is it then that Nintendo's most important game of the year has the worst advert ever? If you've seen the *StarFox Adventures* commercial you'll understand. Bad quality in-game footage mixed with a T-Rex skull in a transparent cube does not an advert make. Regular readers will know that we're big fans of *StarFox Adventures* but if anything the advert that aired in November might even put people off buying it. It makes the game look rubbish – plain and simple. Nice one Nintendo.

The *Eternal Darkness* ad was a little better, but still gave no impression as to what the game was all about. If you're going to run with that sort of mentality then you have to go the whole nine yards, i.e. totally weird as opposed to sitting on the fence as all Nintendo adverts seem to do. What's really scary is that there's a company out there coming up with this mindless pap and getting paid a hefty amount to do so. It's not all bad though. The recent advert for *Metroid Fusion* is good and the US *Metroid Prime* commercial is amazing, but neither of these are going to help the GameCube through what will be a difficult Xmas and New Year over here.



## EXCUSE ME?

### One-Piece Treasure Battle Conquers All

**BANDAI HAS JUST** released a game in Japan based on a crazy Japanese cartoon series. *One-Piece Treasure Battle* has stormed into the charts at number two, right behind Nintendo's own *Mario Party 4*. As far as we can tell, the game sees you

running around a village hitting people and shouting at passers by, all in the name of finding treasure. Other than that you can probably figure out just as much as we can by looking at these shots. Expect a full import review next issue.







*The red carpet is rolled out, the **CUBE** team are in their Sunday best and the eyes of the world turn to the most glamorous awards ceremony on the planet. Take your seats for the 2002 **CUBE** Awards... yay, etc*



# CUBE AWARDS 2002





## BEST ADVENTURE GAME

# SUPER MARIO SUNSHINE

### HONOURABLE MENTIONS:

STARFOX ADVENTURES, ETERNAL DARKNESS

**THIS WAS AN** extremely close call. Half the team went for *StarFox Adventures* and the other half went for *Super Mario Sunshine* and *Eternal Darkness*. At the end of the day though *Mario* is a far more recognised character. More people will relate to the game, so we've decided that overall, *Mario* should get the prize. *Super Mario Sunshine* proved yet again that Nintendo is the King of the platform adventure. While other games such as *Ratchet & Clank* based themselves around collecting objects, Nintendo innovated as it always does. The Water Cannon was absolute genius – no other game allows you to have so much fun with such a simple device. Though not quite the leap that *Mario 64* was from *Super Mario World*, *Sunshine* still manages to generate entire worlds full of new experiences.



## YOU DIDN'T WANT TO DO THAT

### BUT THANKS ANYWAY

These are the clouds around our silver lining. There's an age-old cop-out cliché in games reviewing where you round off with a comment along the lines of 'if you like blahdy-blah you'll like this.' Some games however defy any positive comment whatsoever and deserve recognition for that. In a funny way we owe them a debt of thanks, for without them, perhaps we wouldn't appreciate it when a worthwhile game does come along!

THE NASTY ABERRATION AWARD FOR THE GOLDEN GOOSE THAT PASSED AN UNSAVOURY NUMBER TWO

### SMASHING DRIVE

SCORE: 3.8

ISSUE: 5

Presented by Orson Welles. The PlayStation's early success was based in no small measure on the games of one developer in Particular. When it was revealed that Namco would be supporting the GameCube there was rejoicing in the streets. Then *Smashing Drive* wobbled into view, and everyone went quietly back indoors.

## BEST GRAPHICS

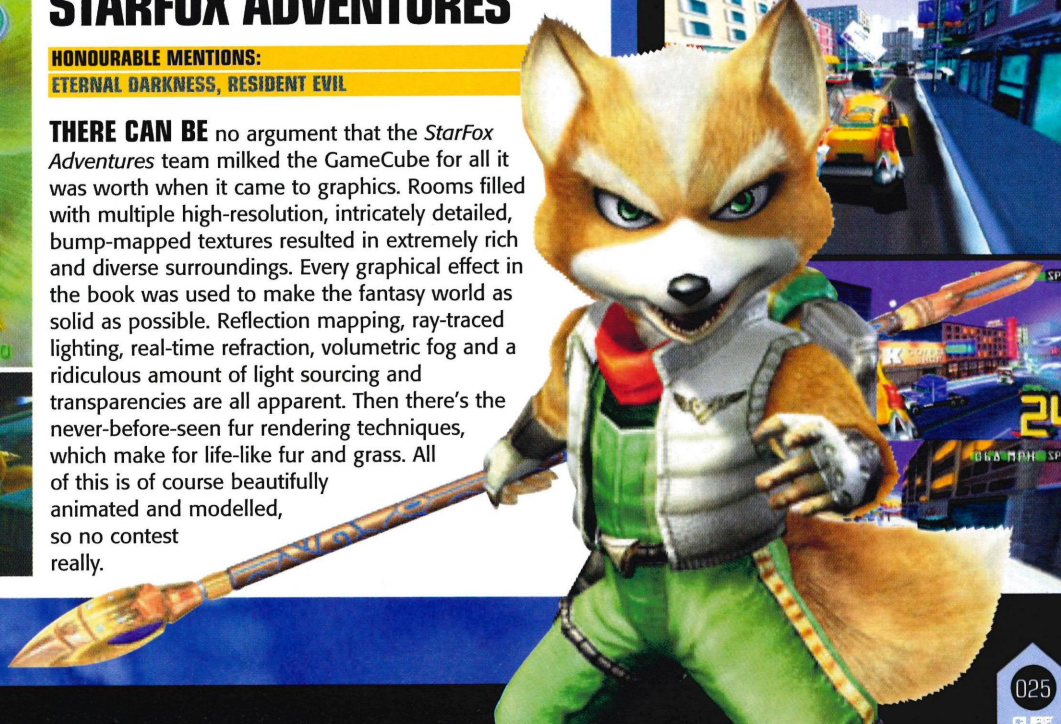


# STARFOX ADVENTURES

### HONOURABLE MENTIONS:

ETERNAL DARKNESS, RESIDENT EVIL

**THERE CAN BE** no argument that the *StarFox* *Adventures* team milked the GameCube for all it was worth when it came to graphics. Rooms filled with multiple high-resolution, intricately detailed, bump-mapped textures resulted in extremely rich and diverse surroundings. Every graphical effect in the book was used to make the fantasy world as solid as possible. Reflection mapping, ray-traced lighting, real-time refraction, volumetric fog and a ridiculous amount of light sourcing and transparencies are all apparent. Then there's the never-before-seen fur rendering techniques, which make for life-like fur and grass. All of this is of course beautifully animated and modelled, so no contest really.





**THE VIRGIN TRAINS AWARD FOR HOLDING THE CUSTOMER IN UTTER CONTEMPT**
**UNIVERSAL STUDIOS**
**SCORE: 3.0**
**ISSUE: 6**

Presented by Pete Waterman. This just goes to show how little regard some publishers have for the people who pay their wages. Being asked to fork over 40 quid for something like this is far more likely to induce a bout of violence than the 'outrageous' GTA3.

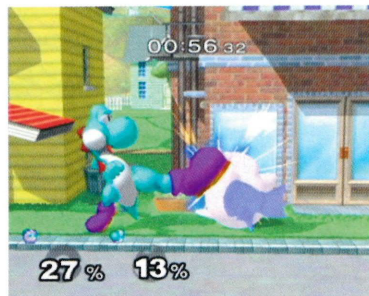

**THE PHANTOM MENACE AWARD FOR SULLYING A DEAR MEMORY OF CHILDHOOD**
**BARBARIAN**
**SCORE: 4.3**
**ISSUE: 11**

Presented by Kylie. Despite the infamous Maria Whitaker ad campaign, which accompanied *Barbarian II*, the original lives on in memory for all the right reasons. The first weapons-based beat-'em-up gave many pleasant hours of maiming and decapitation. Sadly, Virgin attached the grand old name to a thoroughly duff button-basher that should never have seen daylight.


**BEST PUBLISHER**
**NINTENDO**
**HONOURABLE MENTIONS: CAPCOM, ACTIVISION**

**YET AGAIN, THIS** is a category in which there is no contest. Companies such as Activision had some good games out, but for every decent game there was a dire equivalent. Nintendo is the only company to have consistently delivered the goods throughout the year.

How can you argue with its line-up? *Luigi's Mansion*, *WaveRace: Blue Storm*, *Pikmin*, *Super Smash Bros Melee*, *Super Mario Sunshine*, *Eternal Darkness*, *StarFox Adventures*, *Doshin The Giant*, *Mickey and Mario Party 4*, all in the space of seven months. That's a phenomenal feat as far as we're concerned and the amazing thing is that next year's line-up is even better.


**BEST SOUND**
**NINTENDO**
**HONOURABLE MENTIONS:**
**RESIDENT EVIL, STARFOX ADVENTURES**

**RESIDENT EVIL SET** the tone this year with its moody strings and distant drips and taps, but *Eternal Darkness* blows it out of the water. Music as such isn't really used in the game. Instead the ambient soundtrack includes monks chanting, women and children screaming and spine-tingly concoctions of various sound effects. The sound is so intense at times that the occasional silences give you a much-needed chance to calm down a little. The game's designed to send you just a little bit crazy and this can be attributed in no small part to the sound. On top of that, it boasts the some of the best voice acting to date. It's doubtful that the convincingly insane voices babbling in multiple tongues will ever be improved.





## BEST ARCADE

## SUPER MONKEY BALL

HONOURABLE MENTIONS: BOMBERMAN GENERATION

APPROPRIATELY ENOUGH, *SUPER Monkey Ball* began life in the arcades, coming complete with an upright banana as your controller. Sadly this fruit peripheral didn't make the conversion, but the evolution of the chimps for the GC included everything else that made Amusement Vision's arcade title such a hit and more.

Like all the best coin-ops, *Monkey Ball* has that permanently infectious 'please, just one last go' hook in its gameplay. In fact, when we first got our hands on it, we

nearly incurred the sack for playing it so much on work time!

Although probably the simplest title on the GC, *Super Monkey Ball* is also one of the most dastardly and cunning, as anyone who's played it can tell you. It makes you wail in despair at the difficulty, but then squeal with delight and relief at conquering such levels — and that, my friends, is why we love it so much.



## BEST MULTIPLAYER



**TimeSplitters 2** — miles ahead of the competition in every department

## TIMESPLITTERS 2

HONOURABLE MENTIONS: BOMBERMAN GENERATION

EASILY THE BEST multiplayer game on the GameCube to date and it's difficult to imagine something coming along and stealing its crown any time soon — if ever. *Goldeneye* has stood for five years as the undisputed king of its castle. It survived the onslaught of newer, more powerful consoles and remained the benchmark by which all console FPSs were judged. Up until three months ago that is, when Free Radical, a development outfit made up of several of the original *Goldeneye* team, trumped its own masterpiece. We can finally lay down our N64 pads and let them rest in peace as Free Radical has translated all the tension and intensity of *Goldeneye* perfectly and dressed it all up for 2002 with graphics to die for and so many options it's hard to imagine ever getting bored of it!



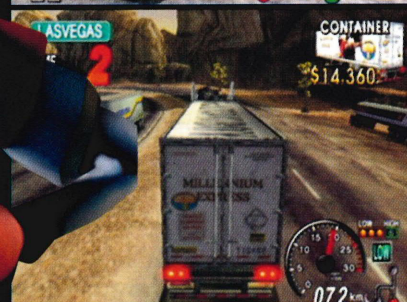
THE CONVERSION THAT SHOULD REALLY NEVER HAVE BEEN AWARD

## 18 WHEELER

SCORE: 4.4

ISSUE: 8

Presented by Lawrence Llewellyn to a game that was moderately diverting in the arcade, thanks to a chunky hydraulic cabinet and enormous truck-style steering wheel. Rendered pointless in the home since *18-wheelers* are heavy, slow and not very interesting to drive. Oh, and the game was crap too. Definitely not Sega's finest hour.



THE CAN'T BE BOTHERED AWARD FOR PLAIN AND SIMPLE LACK OF EFFORT

## CEL DAMAGE

SCORE: 4.3

ISSUE: 6

Presented by whomever. Some games redefine the genres in which they exist. Some invent new ones. Some even challenge the way we view gaming as a whole. Some don't.



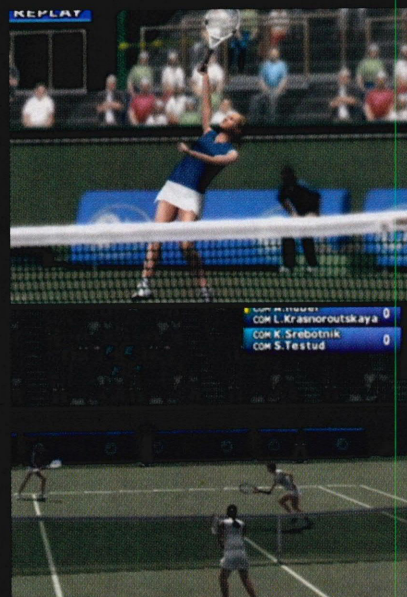


**THE BASIL FAWLT AWARD FOR MAKING A ROYAL ARSE UP OF SOMETHING SO SIMPLE**

**WTA PRO TENNIS TOUR**

**SCORE: 4.5** **ISSUE: 12**

Presented by Tim Henman. Here we have a sport that formed the basis of the first ever video game. Two bats, a ball, a net. Hit ball, return ball. Utterly simple in concept, yet nearly 30 years on, we still can't get it right. Can someone explain this, please?



**THE YOU WOULDN'T LET IT LIE AWARD FOR ACHIEVEMENT BEFORE OUR LIFETIME**

**DISNEY SPORTS SKATEBOARDING**

**SCORE: 4.6** **ISSUE: 12**

Presented by Vic and Bob to honour Disney's unerring belief that Micky Mouse and his creaky cohorts are still 'much loved'. Um, no they're not. They are dinosaurs of a bygone age and Micky Mouse cartoons are all rubbish.



**BEST SHOOTER**

**TIMESPLITTERS 2**

**HONOURABLE MENTIONS:**

**STAR WARS: ROGUE LEADER**

**ONE IN THE** eye for *Goldeneye* or *Halo*? Perhaps. Time will tell whether Free Radical's chronology caper is a true successor to Bungie and Rare's masterpieces, but for the moment at least *TimeSplitters 2* is quite simply the definitive, the very best GameCube shooter available. A perfectly executed head shot of a game. Having begun life as a PS2 launch title, whose main selling point was its multiplayer, TS2 not only refined, expanded and monkey-fied its multiplayer, it also managed to be

an excellent solo player game. Although its nine levels vary in quality, there's a character and thematic feel to all of them that puts other FPSs to shame. Not surprisingly, the story mode is improved by playing co-op, something that applies to the entirety of the game. What other game can boast such accomplished solo and multiplayer modes... oh yeah, and there are the arcade league, challenges and the level editor too!



**BEST SPORTS**



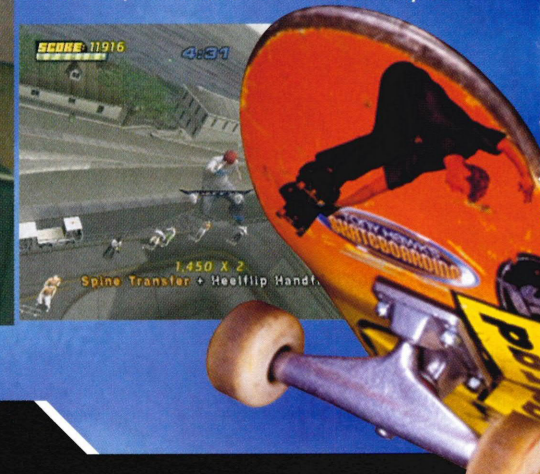
**TONY HAWKS PRO SKATER 4**

**HONOURABLE MENTIONS:**

**TIGER WOODS 2003, AGGRESSIVE INLINE**

**WHILST MANY FREQUENTLY** moan about EA releasing minor updates to their franchises every year or new season, you rarely hear anyone gripe about a new *Tony Hawk* game. Why? Because they're life consuming, repetitive strain inducing gaming mana — that's why. And as one of the most playable and lucrative styles of game ever launched, there have been numerous (in fact way too many) imitators who've tried to outdo the Birdman, but none have bettered him.

Whilst the inevitable *Tony Hawk 5* is probably already in production, aficionados of the series will tell you that number 4, though lacking the visual 'wow' factor of many next gen games, is quite simply the best in the series. The soundtrack is as good as ever, the locations are fun, the new moves add gameplay and the diverse style of challenges make this, an absolute must have for anyone.





## MOST INNOVATIVE

## PIKMIN

HONOURABLE MENTIONS: ETERNAL DARKNESS

**WHO ELSE BUT** Nintendo could take a real time strategy premise, furnish it with tiny plant-like creatures, make the setting a pastoral one and still produce an ingenious and enjoyable game? No one, that's who. Yet, *Pikmin* is one of the most overlooked and underrated Nintendo games of all time. Regardless of accusations that it's too short, time spent playing *Pikmin* reveals a degree of immersion that makes it stand out as a truly innovative and original title.

Strangely for a new Nintendo character, it's not Captain Olimar with whom you feel an affinity, but

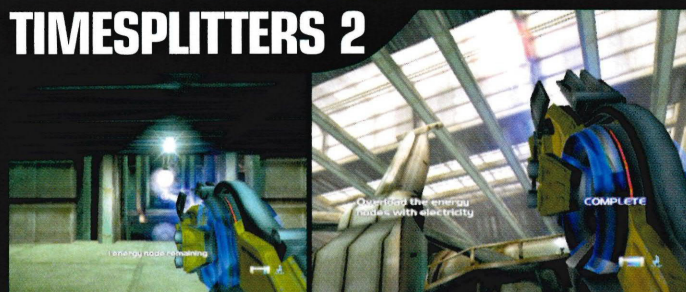


those little *Pikmin* critters instead. These little fellas are the key to *Pikmin*'s charm, because they're integral to the different styles of gameplay. Such titular creatures mean it's not just a puzzler, but also a tamagotchi-like, strategic action adventure, a race against time and a truly captivating videogame.



## BEST GAME

## TIMESPLITTERS 2

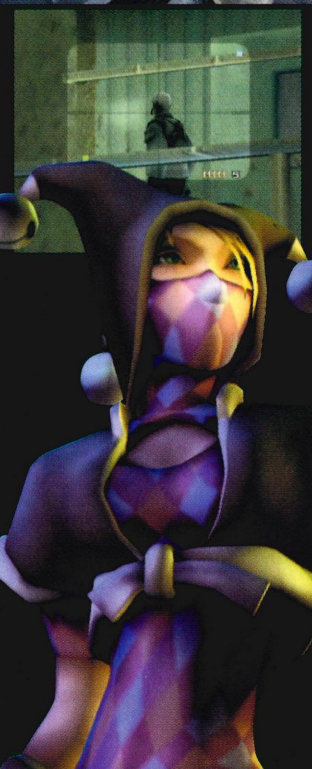


## ORDINARILY, YOU'D EXPECT

Nintendo to be behind the finest game of them all. They've certainly been no slouches on the software front during the first few months of the GameCube's life with *Mario Sunshine*, *Pikmin* and *Starfox* all scooping gongs elsewhere in this very feature. However none have quite touched the heights of Nintendo's past glories and after much debate the unanimous decision of the **CUBE** team is that Free Radical's blockbusting shooter just pips everything else to the post. Who'd have thought it a few months ago? The original *TimeSplitters* was much heralded, coming as it did from the same people who brought us the unparalleled majesty of *Goldeneye*, but turned out to be the dampest of squibs. Even without the vast weight of expectation laid upon it, it still failed to fire the imagination or push the genre in any way. Perhaps it was all part of a grander plan to throw the competition of the scent. Whatever the reason, *TimeSplitters 2* reintroduces everything that made *Goldeneye* so wonderful and

actually manages to improve on it. The one player game, conspicuously non-existent in *TimeSplitters*, marks a return to the razor sharp stealth action of Rare's *Bond* epic and actually manages to tweak it up a few notches in every area. The weapons, the level design, everything is somehow 'right'. Even the interesting storyline, rather wasted in the original, is used to great effect and enabled the Team to develop a whole range of unique levels without the constraints of working within a license like 007.

As with *Goldeneye* though, it's the multiplayer mode that will keep players coming back long after the single-player game has been completed. Bursting with options, there's no shortage of variety to be had, and the perfection of execution makes it easily the finest multiplayer experience available on any console anywhere, ever. If by some freak of nature you do find yourself tiring of it, you can even build your own levels using the comprehensive editor. In a word, phenomenal.



## THE MILLENNIUM DOME AWARD FOR A BAD IDEA POORLY REALISED

## LEGENDS OF WRESTLING

SCORE: 4.7

ISSUE: 7

Presented by Davina McCall. Take a sport that isn't a sport at all, remove all the elements that make it fun on the telly, ie the behind-the-scenes soap-style plots and bickering, and you're left with a couple of fat men slapping each other.



## THE HALLOWEEN RESURRECTION AWARD FOR THINGS THAT ARE BETTER LEFT ALONE

## TETRIS WORLDS

SCORE: 4.7

ISSUE: 11

Presented by Jamie Lee Curtis for the inexplicable rehashing of something we were bored of ten years ago in such a way that it offers nothing new and only serves to make you wonder what all the fuss was about in the first place.





20 reasons to own a GameCube in 2003

## HOT FOR 20

IF YOU'RE A SCEPTIC, STRAPPED FOR CASH OR SIMPLY STARK-RAVING MAD, YOU MAY BE ASKING YOURSELF WHY YOU SHOULD OWN A GAMECUBE. AFTER ALL, YOU'VE HAD STARFOX, RESIDENT EVIL, ETERNAL DARKNESS, AND TIMESPLITTERS 2, AND THE WAVEBIRD IS SO FOUR WEEKS AGO! WELL, HERE ARE THE TOP 20 REASONS FOR OWNING A GAMECUBE IN 2003. WHY 20? BECAUSE WE CAN'T FIT ANY MORE ON FOUR PAGES, OKAY? GOOD.

### REASON 1 METROID PRIME

Lady in red... okay then, orange.

**FIRST AND FOREMOST** in our minds this month is Retro Studios' addition to the *Metroid* saga, probably because we've been playing the US version to death. A perfect blend of shooting, exploring and puzzle solving, *Metroid Prime* is a fine example of the Nintendo difference. Could it be the GameCube's best title to date? Get on over to page 68 to find out. Despite being ridiculously easy to port over, Nintendo has decided to release the PAL version in March. So what exactly are we supposed to do until then?

### REASON 2 ANIMAL CROSSING

Why of course Mr Hedgehog...

**HAVING BEEN RELEASED** in Japan and the US some time ago, us PAL gamers are still waiting to take part in Nintendo's life simulation. We now have unofficial confirmation that the game will arrive over here in Q1 '03 – it's just a matter of translating all that text into 20 million different European languages.

So, it won't be long before we can all build our own house, design our own wallpaper and spend our free time collecting fossils and catching fish. Check out the diary on page 128 for more animal goodness.



### REASON 3 SUPER MONKEY BALL 2

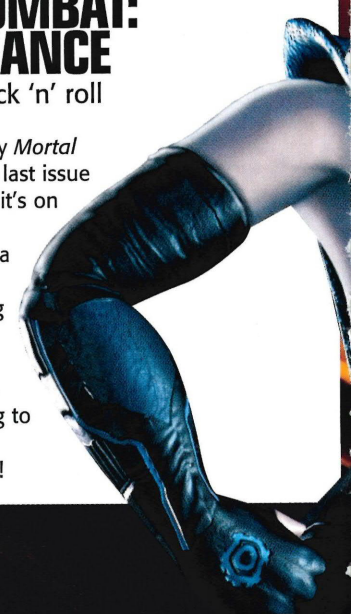
The monkeys come bouncing back!

**AS SOON AS** SEGA has decided exactly what it's doing with its European distribution we might get a chance to see this absolute gem of a multiplayer game. Improving on the original classic in every way, *Super Monkey Ball 2* offers improved versions of *Monkey Race*, *Bowling*, *Target*, *Golf* and *Fight*, as well as newbies *Baseball*, *Soccer* and *Dogfight*. In short, there's enough multiplayer madness to keep you going for months.

### REASON 4 MORTAL KOMBAT: DEADLY ALLIANCE

Sweat, blood and rock 'n' roll

**THERE'S A REASON** why *Mortal Kombat* filled eight pages last issue and there's a reason why it's on the cover this issue. It's because the game marks a glorious return to real gameplay while maintaining the gore level we love so much. Highly addictive, beautiful and filled to the brim with extras, it's going to be a case of this or *Soul Calibur II*. That's so unfair!





03!

REASON 6  
GAMEBOY PLAYER

Hundreds of games at your fingertips

**REMEMBER THE SUPER** GameBoy? Well, this is a very similar contraption that lets you play GameBoy, GameBoy Colour and GBA games on your GameCube. All the details can be found in the news story on page 22, but essentially this means that you can play all of your GameBoy games on your TV in glorious full-screen vision. Ok so it's not exactly a very portable set-up, but most people will welcome the chance to actually see what's happening on their GBA. We should get to see a PAL version in the autumn.

REASON 5  
STARFOX ARMADA

Cha-ching-cha-ching; incoming enemy!

**NINTENDO SEEMS TO** be placing its trust in all the right companies at the moment. What with NSTC, Retro and Amusement Vision all working on classic Nintendo franchises, we have high hopes for Namco's version of Nintendo's intergalactic shoot-'em-up. *StarFox Adventures* gave us a hint of what to expect but to see the return of Falco Lombardi we're going to have to wait until E3 in May where it will no doubt be playable for the first time.

REASON 7  
PIKMIN 2

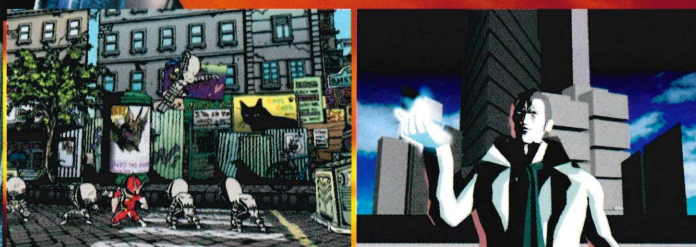
Stop staring at me damn you!

The memory of a hundred pairs of tiny eyes all fixated on you stays with you forever, as anyone who's played *Pikmin* will testify. Miyamoto-san admitted that he was working on a sequel to the highly innovative game as long ago as last summer. The prospect of an entirely new adventure starring the little labourers has us drooling in anticipation, and the game could be upon us sooner than you think. Will it be included in Nintendo's big December announcement? We'll soon know.

REASON 8  
CAPCOM

Two hands may not be enough

With the recent announcement that Development Studio 4 will be dedicated to GameCube titles (see pages 12-13), Capcom has suddenly become the most important third-party developer in the world. With *Resident Evil Zero*, *2*, *3*, *4*, *Code: Veronica*, *PN03*, *Killer 7*, *Viewtiful Joe* and *Dead Phoenix* as well as mystery titles *Glass Rose* and *Project Devil* in the works, there can be no argument – five exclusive titles, and each one pushing the machine in different ways.

REASON 9  
TOO HUMAN

Can you really be too human?

**NINTENDO SECOND-PARTY** developer Silicon Knight brought us an extremely ambitious project in the form of *Eternal Darkness*. Not content with the depth and intricacy of its debut GameCube title, it's currently working on *Too Human*, a game set far in the future. Mutants, androids and genetic engineering are commonplace and humanity is constantly striving to improve upon its own template. The resulting androids excel in every department but the question is, can you be too human?

It's an exciting prospect but don't expect to catch any sort of glimpse until E3.





## REASON 10 MARIO KART

Triple Homing-Shells once again!

**WHEN QUESTIONED EARLIER** in the year, Miyamoto-san was quite vocal on the topic of *Mario Kart*. He was a bit worried about it, saying that he didn't know what direction to take but that the basic gameplay would be changing. He promised the game would be shown in some form at E3. Slightly negative then, but when has Nintendo ever let us down before? Exactly.

## REASON 12 FINAL FANTASY

The hit series returns to its roots

**HAVING BEEN STOLEN** from its Nintendo cradle back in 1996, *Final Fantasy* will finally return to a Nintendo system next year. As you can see from this month's Up Front (pages 6-7), producer Kawazu-san is taking the game back to its SNES roots. You won't hear any complaints from the **CUBE** team. The thought of SNES-era gameplay with next generation graphics is dreamy stuff indeed, and four-player support puts the icing on the cake.

## REASON 13 LEGEND OF ZELDA

There's a chill in the air...

**IF CUBE IS** very good, we may well get this for Xmas. In the UK Link is set to arrive some time in April/May and in keeping with tradition, it will be a landmark game. At the moment we're heralding *Metroid Prime* as the greatest thing ever, but the chances are *Zelda* will be even better. There's no hard evidence yet, but let's just say Miyamoto-san has a habit of blowing us away.

## REASON 15 TALES OF PHANTASIA

Even more RPGs!

**ROLE PLAYING IS A** department in which Nintendo have been notably absent since the days of the SNES. This is set to change next year when Namco brings us not one but two different RPGs. The first will be based on the classic *Tales Of Phantasia* series and the second has yet to be named. These, along with *Final Fantasy* and *Zelda* should keep every RPG fan very happy indeed.

## REASON 14 THORNADO

Big guns are all you need

**FACTOR FIVE WOWED** us with *Rogue Leader* early on in the GameCube's life and for the past year it has been beavering away silently on a game called *Thornado*. The spiritual sequel to the *Turrican* games from the 16-bit era, *Thornado* stars a hero with a huge gun in place of his arm. It's all very *Metroid Prime*, but Factor 5 has yet to reveal whether it will be a first or third-person adventure. Rest assured that whatever form it takes, it'll push the hardware in every way.

## REASON 11: NINTENDO ONLINE

Now online gaming really could take off

**NINTENDO HAS STAYED** away from online gaming so far because it doesn't believe that the technology allows it to deliver what it wants to. Next year will see the company dip its toes into the water for the first time. With *Animal Crossing 2*, *Mario Party 5*, *Pikmin 2* and *GameCube Wars* all rumoured to feature online functionality, this should give the world plenty of reason to invest in broadband adapters. Just imagine combining Nintendo playability with the potential of online gaming.

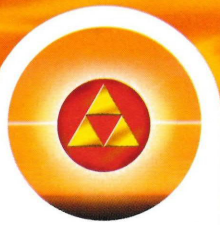




## REASON 16 TRI-FORCE

GameCube-powered arcades ahoy!

**EARLIER IN THE** year Nintendo announced that it had joined forces with SEGA and Namco to take the GameCube hardware into the arcades. Things have been rather quiet since, but we should see the situation start to erupt in 2003 with a plentiful supply of arcade ports coming our way. Being based on GameCube hardware, exclusive titles from Nintendo, SEGA, Namco and others will arrive on GameCube within months, in a similar style to the Dreamcast-Naomi arcade board scenario.



## REASON 18 1080° AVALANCHE

Head to toe in the white stuff

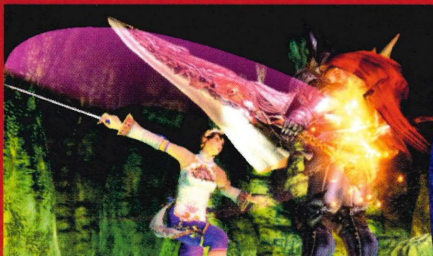
**1080° SNOWBOARDING ON** the N64 was so good (both in terms of gameplay and graphics) that it stayed at the top of the pile until the Xbox came along. There was something about it that only Nintendo could deliver, and *Avalanche* is looking to improve on the winning formula. With all the urgency and extreme weather conditions of *WaveRace: Blue Storm*, *Avalanche* will be just the thing to wake you from your post-Xmas slumber.



## REASON 19 SOUL CALIBUR II

A tale of souls, eternally told

**RELEASED IN THE** arcade nearly four months ago, the GameCube version of the perfect beat-'em-up is currently looking gorgeous and poised for release in the first quarter of 2003. Extra gameplay modes, secret characters and GBA link-up options will all be included and any early teething problems with the coin-op will be straightened out for the home version. On current evidence this will almost certainly be the best beat-'em-up on the GameCube.



## REASON 17 RIDGE RACER VI

Hey, he's right on your tail!

**IT'S BEEN A** while since we've seen a Ridge Racer title, and that's because Namco is radically changing the basics of the game. Whereas previous instalments were overly arcade-based in terms of gameplay, the next game in the series will be more along the lines of Gran Turismo. Realism seems to be the key word, but Namco promises it will still be a Ridge Racer game at heart.



## REASON 20 F-ZERO AC + GC

SEGA shoots into pole position

**THIS IS THE** perfect example of what gaming greatness we can expect next year. Take the people who brought us *Daytona* and *Super Monkey Ball*, give them free reign on one of Nintendo's hottest licenses, and the result ought to be something very special indeed. The latest *F-Zero* footage suggests this will be the most intense, adrenaline-fuelled ride of your life. Think futuristic *Daytona* at 900 mph.



## CUBE

SAYS...

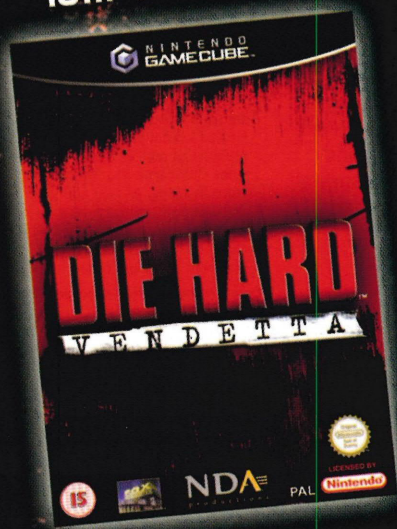
FIRST IMPRESSION

■ This is just the beginning. There are dozens of other reasons to be excited, but we had to limit it to the Top 20 for reasons of space. These were the ones that came to mind without even thinking. As you can see, 2003 is going to be a helluva year. Last year was just about Nintendo getting started. The best is yet to come. **CUBE**



# IT'S TIME FOR A LITTLE PAYBACK

Available  
15th November



Exclusively on  
Nintendo GameCube

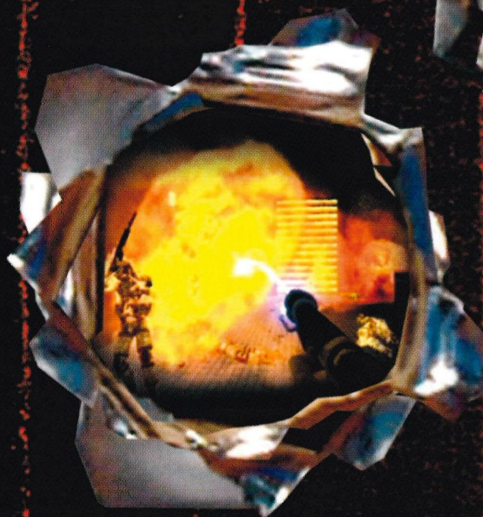
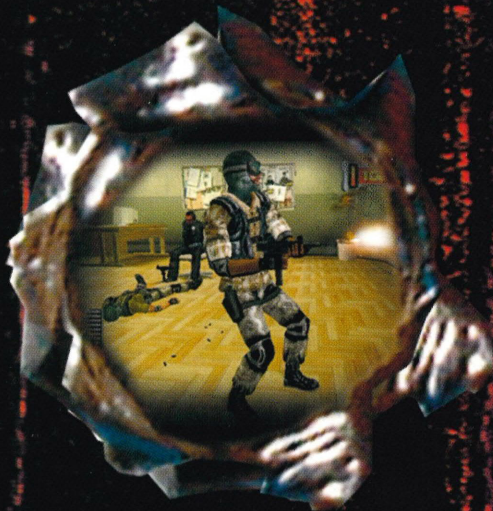


"A top first-person shooter that  
scores heavily in virtually every  
department. - 92%" *GForce Magazine*



# DIE HARD

## V E N D E T T A



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## CUBE

### INFORMATION

MORTAL KOMBAT: DEADLY ALLIANCE

PUBLISHER: MIDWAY

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: BEAT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

### AT-A-GLANCE

■ 676 UNLOCKABLE SECRETS

■ OVER 20 CHARACTERS

■ STORY-TELLING KONQUEST MODE

■ CREATE YOUR OWN PROFILE

■ THREE STANCES PER CHARACTER

TOTALGAMES.NET RATING: 86%

UK FEB '02 JPN TBA USA OUT NOW

## Bloody Hell!



⬆ Mortal Kombat's days of being the ugly sister in the beat-'em-up family are over

# MORTAL KOMBAT:

Get over here! The Kombat Kollektive prepare for their bloodiest outing yet!

**FOR A SERIES** of games that has over the years diminished noticeably in quality with each iteration, it comes as a pleasant surprise that first impressions of the latest *Mortal Kombat* are good. Whereas the older games relied on their excessively violent Fatality moves to provide thrills, *Deadly Alliance* has a larger focus on learning your chosen character's moves and combo structure. Using a unique system whereby your character has the ability to perform moves from three different fighting styles, it's only after extended periods of play that you realise just how much Midway have managed to squeeze into each character, with mid-combo fighting style changes and suchlike to take into account. Even though the code (kode?) we've played isn't quite finished, it's obvious that this *Mortal Kombat* is an

entirely new creature. Of course, all of the old signature moves are still in there, and players of the previous games will feel an instant familiarity with the atmosphere. The game itself has taken a lot of elements from other beat-'em-ups and adapted them to its own unique style, while still managing to inject its own dosage of innovation. The devastating combo opportunities from *Tekken* and the reversals of *Dead or Alive*, mixed with the sidestepping action and flow from *Virtua Fighter* have all been thrown into the melting pot and while not quite as refined or polished in every area as the aforementioned titles, *Mortal Kombat: Dark Alliance* is undoubtedly a lot of fun, and with a massive 676 secrets to unlock, it will have a lot of people maiming long into the night.

## PREVIOUS

FROM THE MAKERS OF...

NHL HITZ 2003

■ Thrills and (blood) spills in the rink, this is addictive in multiplayer and a blast on your lonesome. N-ice!



TOTALGAMES.NET RATING: 86%



## SCHOOL OF HARD KNOCKS

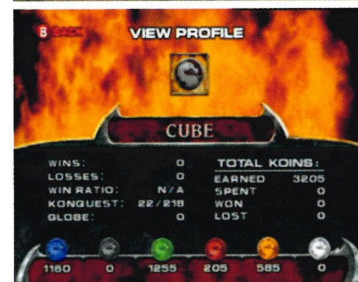
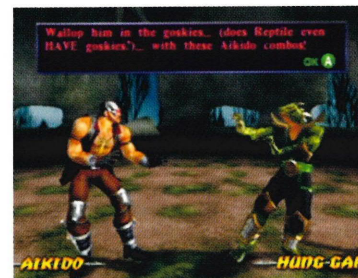
### FANCY A GAME OF KONQUERS?

Most newcomers to the game will automatically plump for Arcade mode, but this is a bad idea. Instead, you should create your own profile and then head into Konquest mode. You'll play as Sub Zero and the game will teach you the basic moves. Mastering moves and techniques earns koin, which can be spent on extras. After going through ten stages of this you'll get to pick a character of your choice and progress through even more stages as the game takes you through advanced combos and tricks such as reversals whilst narrating a story based around the chosen character. By the time you've finished you'll be a master of the character and have a small fortune in koin to spend. With so many characters and a different story for each, Konquest mode is something you'll definitely spend a long time with.

### BRUISED BEAUTY

The more of a battering you get the more bruised your character's face becomes. Blood will then hug the contours of characters' bodies as it pours out of their wounds.

↑ In the Konquest mode, you'll be able to master your combat techniques



# DEADLY ALLIANCE

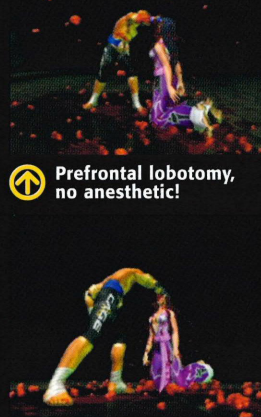
## FATAL FRAMES

### SURE TO GET THE TABLOIDS IN A RAGE

Of course, what would *Mortal Kombat* be without those famous Fatalities? After beating your opponent for two rounds, you'll receive a 'Finish Him/Her!' message, and then have a couple of seconds to quickly change your stance to Fatality mode and tap in a code that results in an extremely gory animation of death deliverance. Each character has a different finishing Fatality – for instance Johnny Cage will rip a person's cranium out from the inside, Kung Lao will hurl his hat so it embeds itself in his opponents' head, before ripping it back out, and Sonya will cause people to constantly vomit before eventually dying from a case of 'exploding brain'. Charming!

↑ Prefrontal lobotomy, no anesthetic!

↓ Wonder if Johnny has got a medical degree...



**"IT'S OBVIOUS THAT THIS MORTAL KOMBAT IS AN ENTIRELY NEW CREATURE"**

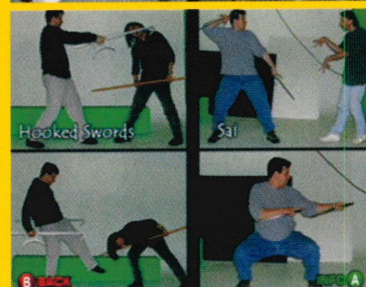
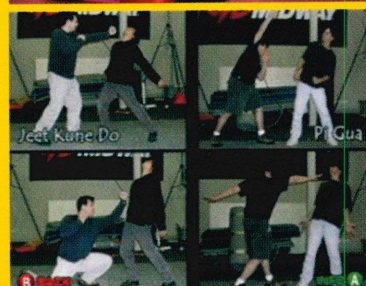
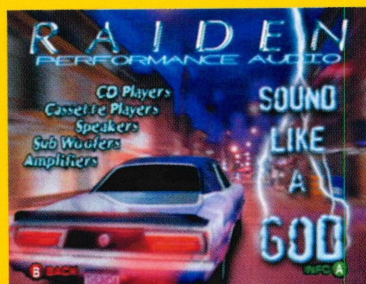




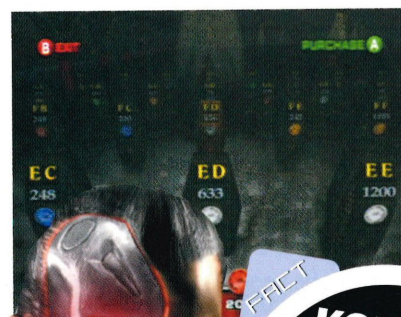
## DON'T SPEND IT ALL AT ONCE!

EXTRA! EXTRA! READ  
ALL ABOUT IT!

With 676 secrets to unlock it's going to  
take you a while to see everything the  
game has to offer. Here are a few tasters:



"THE GAME HAS TAKEN ELEMENTS FROM  
OTHER BEAT-'EM-UPS AND ADAPTED  
THEM TO ITS OWN UNIQUE STYLE"



## KOFF UP THE DOUGH!

When you've collected  
enough dosh to buy some  
goodies you're transported to a  
massive vault filled with  
coffins. Each one is coded  
and requires koins  
to unlock



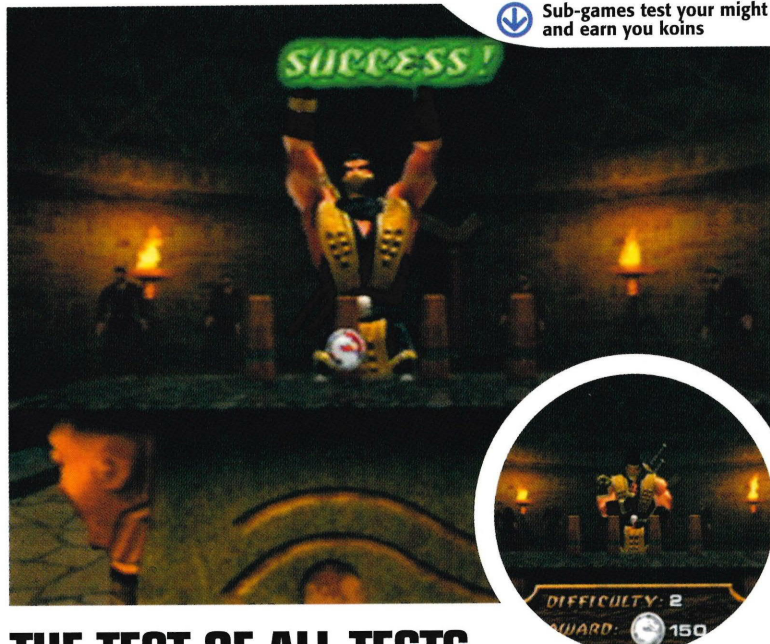
Rumours of a sub-game involving a mop and  
bucket following each bout are unfounded

**THERE ARE SOME**  
games everybody knows  
about. Even your mum.  
Legendary titles like  
*Mario*, *Street Fighter II*,  
*Lemmings* and *Tomb  
Raider*, are all revered by  
gamers, but their fame has  
transcended the  
traditionally insular world of  
videogames, probably because  
each represents a landmark in games  
development. A quantum leap forward  
in style and gameplay over everything  
that had gone before. *Tomb Raider*  
and *Lemmings* each defined new  
genres while *Street Fighter II* took the  
age-old one-on-one beat-'em-up

format and twisted it into something  
magnificent, the influence of which  
can be seen in every fighting game  
since. As for *Mario* – well, every new  
*Mario* game raises the standards all  
others aspire to. By contrast, *Mortal  
Kombat* was at heart a clunky,  
unresponsive and laboured beat-'em-  
up of the pre-*Street Fighter* school.  
Instead of innovative gameplay it had  
a gimmick. Gallons of blood and OTT  
finishing moves barely papered over  
its gamplay deficiencies but the very  
public outrage of various 'right-  
thinking' people ensured it sold in  
buckets and a sequel was inevitable.  
*Mortal Kombat II* did actually manage  
to inject some playability into the



Sub-games test your might and earn you koin



## THE TEST OF ALL TESTS

### A SHOW OF STRENGTH

You can set the game up so that after every three, five or six bouts you get to take part in a mini-game. This can either be a test of strength where you'll be faced with a piece of wood that you have to snap with a single chop, or an eye test which will have you trying to keep track of moving cups in the classic street magician style. The wood-breaking involves tapping the buttons as fast as you can, and you'll later move on to tougher materials like concrete, and the vision test will get faster, add more cups and eventually have the camera spinning around the table. Depending on how well you do, you'll earn more koin for your efforts and it provides a light diversion from the real business at hand.



proceedings, but still couldn't hold a torch to *Street Fighter II*, which by now had itself been improved with *Turbo* and *Super* versions.

After that, things went downhill, at least in the minds of the righteous. *Mortal Kombat 3*'s success wasn't based on any gameplay improvements. It simply rode the wave of a new phenomenon – the 'casual gamer' – attracted by the fancy graphics and sounds of the all-new singing and dancing gizmo known as the PlayStation. They didn't know any better, the poor mites. After the laughable *Mortal Kombat Mythologies*, which attempted to combine a cut down version of an

already highly basic beat-'em-up with a woeful platform adventuring element (we still wince at the memory), *Mortal Kombat 4* turned up in 3D but with gameplay still mired in the swamp of the average.

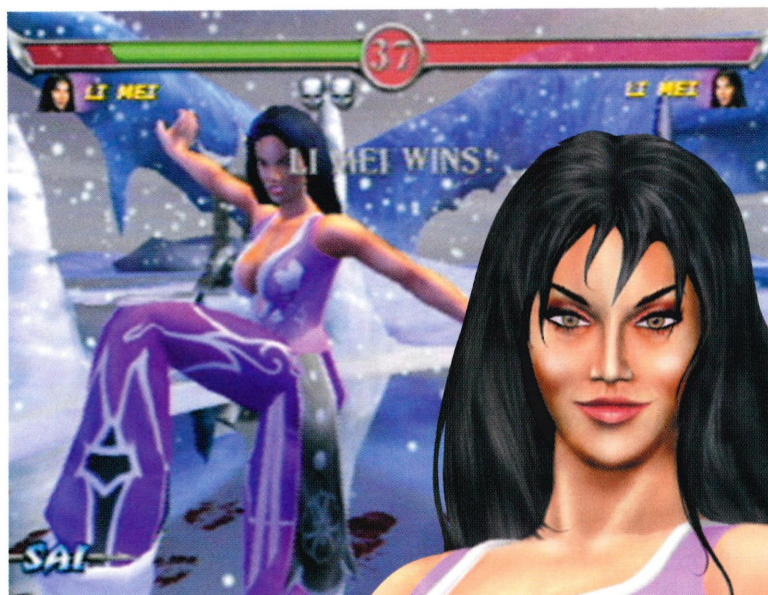
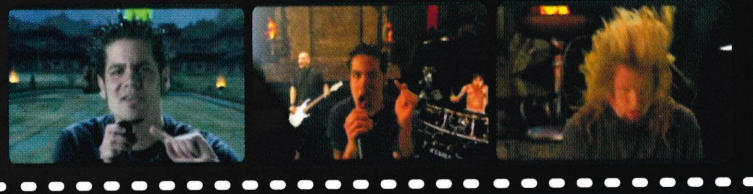
Now, finally, we have a *Mortal Kombat* game to get excited about. All that violence and bloodshed married to a game that's been stripped down and rebuilt from the ground up. Instead of treading clumsily in the footsteps of others, *Deadly Alliance* actually blazes a trail of its own with a combination of fighting styles more diverse than anything else out there. It seems Midway has cracked it at last!

CUBE

## HAIL! HAIL! ROCK 'N ROLL

### WHO ARE LINKIN' PARK?

In the tradition of DVDs, there are a few extras that come on the *Mortal Kombat: Deadly Alliance* disc. You can view a behind-the-scenes documentary that gives you an insight into how the game was created and also see the special music video for 'Immortal' from the latest heavy rock sensation Adema. Preparing to play a set at next year's Ozzfest, they're sure to catch on with the hoddie-worshipping massive.



CUBE

SAYS...

FIRST IMPRESSION

■ With so many secrets to unlock, **CUBE** didn't have nearly enough time with the latest version of the code. The huge variety of moves and stances on offer mean you're constantly finding new ways of playing and ripping out your opponent's spleen. It's nice to see that the series is once again on the up, and we have high hopes for the finished product. This could finally be the killer (quite literally) title the franchise has always promised but never quite delivered!

CUBE



**FOR WHEN YOU REALLY  
HAVE TO PUT YOUR GAME  
BOY ADVANCE DOWN...**



**TOTAL ADVANCE  
THE HANDHELD  
PICK-ME-UP!**



Note: Cover and content in TOTAL ADVANCE are subject to change

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place in anyone's  
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'Ace Golf is  
probably  
one of the best  
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**CUBE**

And they say there are  
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## CUBE

### ⊙ INFORMATION

#### RTX RED ROCK

**PUBLISHER:** ACTIVISION

**DEVELOPER:** LUCASARTS

**ORIGIN:** US

**GENRE:** ADVENTURE

**PLAYERS:** 1-2

#### PERCENTAGE COMPLETE



### ⊙ AT-A-GLANCE

■ TEN LEVELS

■ ORIGINAL CHARACTERS

■ MULTIPLAYER OPTIONS

■ ACTION, PUZZLES, EXPLORATION

■ SCI-FI LOCALES AND STORY

TOTAL GAMES ☒ MOVIES ☒ PICTURES ☒

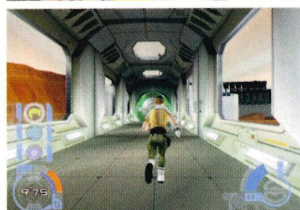
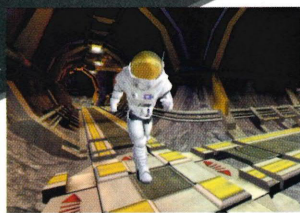


MAY '03 TBA MAY '03

## Mars Attacks



⊙ Our hero pauses to consider the fashion catastrophe of white, high top trainers



# RTX RED ROCK

A century in the future, aliens attack a human colony on the red planet...

**IF THE TITLE** sounds unfamiliar then that's because *RTX Red Rock* is not based on an existing franchise or movie, but is instead an original creation from LucasArts. Yet, despite the creative freedom this affords the developers, it begins in familiar sci-fi territory. In a future where humans have colonised one of Mars' moons they've been attacked by pesky aliens called LEDs leaving you, as Wheeler, an army trained radical tactics expert, to go investigate and search for survivors. Whilst this premise could be fleshed out by any genre, *Red Rock* is in fact (deep breath), an exploration-based, action adventure come puzzler.

Although human, Wheeler has both a synthetic eye and arm which give him a

few special skills. With the eye for example, he can select from three types of lenses. These can pinpoint things such as electricity patterns or interactive objects. Similarly, his arm has various functions ranging from grappling hook and stun gun through to a grenade launcher. As is common with 3D games post-*Ocarina of Time*, using weapons in combat is made easier by a lock-on targeting system.

Having spent some time playing *Red Rock* with its producer, we can also tell you that locales are expansive and varied and require as much brainpower as brawn to get through. Given the split-screen Multiplayer mode due to come in spring next year, there's certainly plenty of potential here.

CUBE





## CUBE PREVIEWS

### PREVIOUS

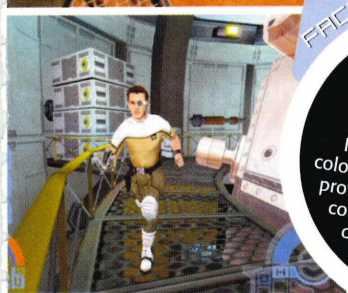
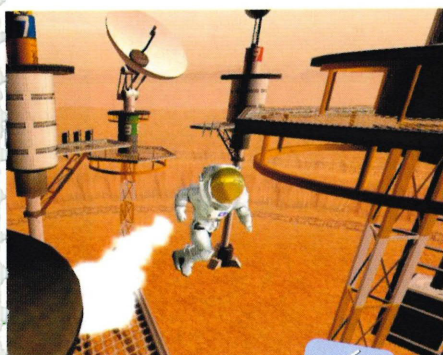
FROM THE MAKERS OF...

#### ROGUE LEADER

■ One of the main reasons that the GameCube sold so well at launch, and it's still one of the best looking titles around.



TOTALGAMES.NET RATING: 91%



FACT

### ONE SMALL STEP...

In the areas outside the colony, you need to wear this protective space suit, which comes complete with an optional boost when you jump.



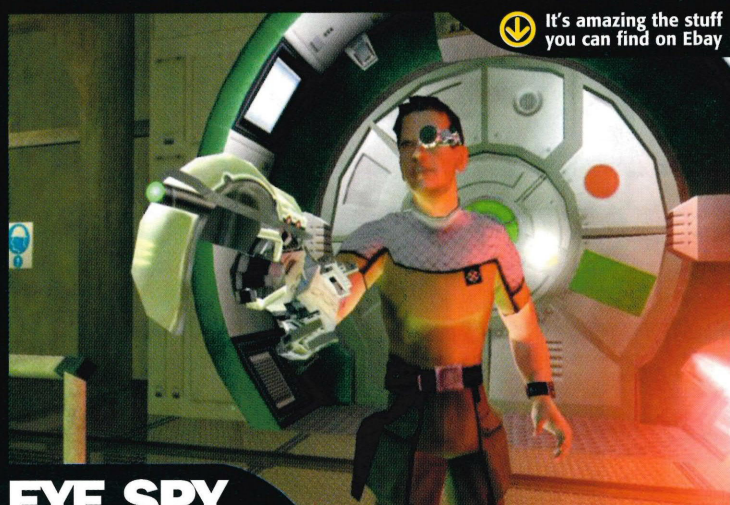
"COULD WELL BE THE START OF ANOTHER QUALITY FRANCHISE FOR LUCASARTS"



The Michellin man or a new LucasArts hero? Oooh, it's a tricky one...



It's amazing the stuff you can find on Ebay



### EYE SPY

YOUR VERY OWN FLEXIBLE FRIEND...

Given the futuristic setting it's no surprise to find that Wheeler has a digital assistant. Accompanying him at all times is IRIS (Independent Removable Information System), a portable computer that comes complete with an insolent attitude and pneumatic female charms.

By inserting this handheld into ports

of various robots in the colony, IRIS comes chattering to life providing information that in turn can be used to solve puzzles. Even better is the ability to plug IRIS into robots or Martian craft, allowing you to take control of various mechanoids that can move unhindered amongst the LEDs.



Keep moving or eat laser – it's your choice

## CUBE

SAYS...

FIRST IMPRESSION

■ The build **CUBE** played was quite scrappy yet the potential of RTX Red Rock still shone through. If the developers can make the integral puzzle elements of the game more involving than merely flicking switches – and they have the ability to do so with the number of controllable robots through IRIS – then Wheeler and Red Rock could well be the start of another quality franchise for LucasArts. In fact they're so confident of its potential for success that they're already considering a sequel.

CUBE



## It's Defender, Jim, but not as you know it



"HAPPY MEMORIES OF  
THE GOOD OLD DAYS"



⬆️ Apart from the name, how much does it really have to do with the original? Um, not a lot



### CUBE

#### ⌚ INFORMATION

##### DEFENDER

PUBLISHER: MIDWAY

DEVELOPER: MIDWAY

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE



TOTAL GAMES FROM

MOVIES X

PICTURES ✓

Q1 '03 TBA DEC '02



# DEFENDER



The cornerstone of a generation's arcade memories gets a new twist

**SOME MAY SEE** this as as akin to flogging holograms of the Mona Lisa and expecting them to be appreciated as great works of art. Still, Midway did a fair job of capturing the feel of *Spyhunter* when it updated that classic, so there's no real reason why this new *Defender* shouldn't feel like a completely new game even if it is looking to coin in on people's happy memories of the good old days.

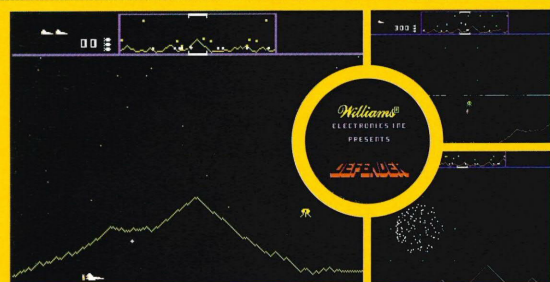
The game's basis is the same; aliens are abducting humans and you've got to save them. But where the original was happy enough to have the player perform the same task over and over again, this time there's a mission structure as well as the chance to upgrade your ship depending on how many Earthlings you've saved. Add to that the potential of the two-player co-operative mode and you have a promising package.

Could it be magic? Well, maybe. But it won't really be *Defender*, will it?

CUBE

## HANDS ON YOUR HIPS

...LET'S DO THE TIME WARP AGAIN...



20 years ago in a seaside arcade that stank of urine stood an arcade machine called *Defender*. Yes, it actually came out in 1980, but the kid who went on to write this text didn't get to play it until two years years. Still, happy memories! *Defender* was one of the first shoot 'em-ups to feature a scrolling landscape and has been noted by many as having the world's best ever "zappy-zappy" sound effects.



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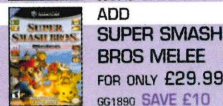
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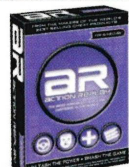
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## CUBE

### INFORMATION

**MACE GRIFFIN BOUNTY HUNTER**

**PUBLISHER:** VIVENDI UNIVERSAL

**DEVELOPER:** WARTHOG GAMES

**ORIGIN:** UK

**GENRE:** SHOOT-'EM-UP

**PLAYERS:** 1

**PERCENTAGE COMPLETE**

00 25 50 75 100

**TOTAL GAMES** **MOVIES** **PICTURES**

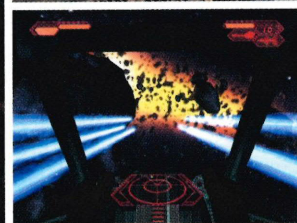
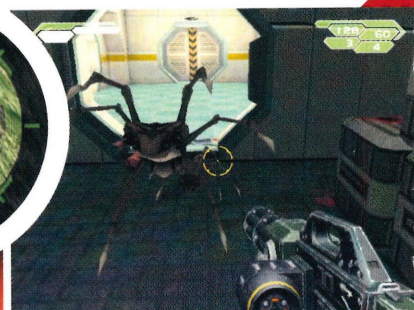


21 MAR '03 TBA APR '03

**Silly name, serious weaponry...**



Hunt down villainous space rogues and shoot them with your gun



# MACE GRIFFIN BOUNTY HUNTER

He sounds like a cheap aftershave, but he always gets his man/woman/thing...

**IT'S BECOMING INCREASINGLY** evident that all jobs in the near future will be of the excessively violent variety. Ever played a game where you take the role of a 24<sup>th</sup> Century salmon farmer? Thought not. And so we come to *Mace Griffin's* vocation; he's a bounty hunter. Yep, the clue was in the title - he's a bounty hunter with access not only to a fine armoury of suitably destructive pistols, rifles and grenades, but he's got his pilot's licence too.

Mixing together two genres seldom works, but from what we've seen, *Mace Griffin* might just pull it off. Developer Warthog isn't new to the whole space combat thing, so it's no real surprise to report that the dog-fighting elements are coming along nicely. Add to that, the soon-to-be-everywhere rag doll physics of the FPS sections which allow your enemies to describe their concern about your bullets, by recoiling specific body parts in agony and you've got a well-rounded space action adventure we can't wait to see more of.

CUBE

**"EVER PLAYED A GAME WHERE YOU TAKE THE ROLE OF A 24<sup>TH</sup> CENTURY SALMON FARMER?"**



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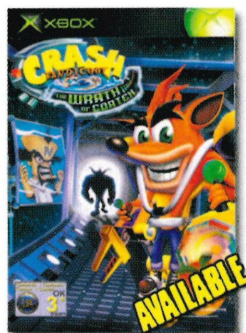
He's got to have them all!

# CRASH BANDICOOT™

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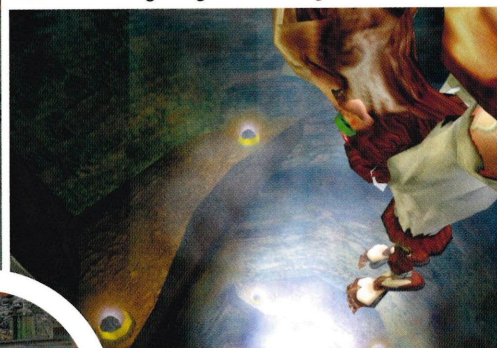
Open up and say ...aah



"OUR HERO CAN USE DNA SAMPLES TO TRANSFORM HIMSELF INTO DIFFERENT CREATURES"



⬆ An odder cast of characters you are unlikely to see without ingesting assorted illegal substances



CUBE

⊕ INFORMATION

DR MUTO

PUBLISHER: MIDWAY

DEVELOPER: IN HOUSE

ORIGIN: US

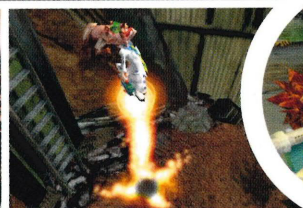
GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



Q4 '03 TBA OUT NOW



# DR MUTO

Midway jump into the world of medicine, but will it be a successful operation?

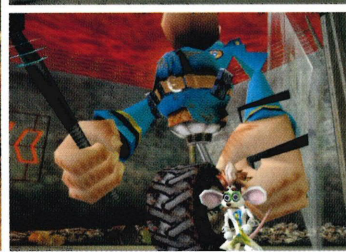


**IN RECENT YEARS** Midway has fallen into the habit of releasing over-the-top sports simulations and updated versions of its classic coin-ops. It's therefore laudable that the firm has recently branched out into more original territory. The forthcoming action adventure title *Dr Muto* is a case in point. The game will see players controlling the good Doctor as he attempts to rebuild his home planet, which incidentally he destroyed during a misguided experiment. *Muto*'s unique selling point is an ingenious morphing system that will allow our hero to use DNA samples to transform himself into different creatures, each of which has its own unique abilities. The game's 22 levels are spread over four distinct worlds, and during your quest you'll encounter more than a dozen bizarre enemies, including your arch enemy, Professor Burntall. Visually the game is looking rather impressive; if the gameplay is up to the same standards, then *Dr Muto* could well be one of the surprise hits of the year.

CUBE



⬆ Trust no one! Especially anyone who just 'accidentally' blew up their own planet!





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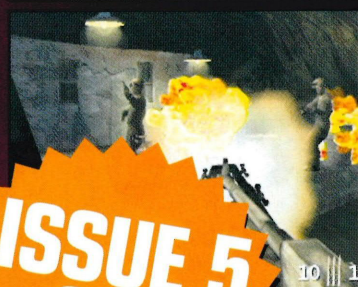
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ISSUE 5  
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FEATURING COMPLETE SOLUTIONS TO...

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THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE



⬇ Hey, careful mate – there's valuable ammo in there!



Let's get rotor-vated!

# FIREBLADE

CUBE

⊙ INFORMATION

**FIREBLADE**

**PUBLISHER:** MIDWAY

**DEVELOPER:** KUJU ENT

**ORIGIN:** US

**GENRE:** SHOOT-'EM-UP

**PLAYERS:** 1

PERCENTAGE COMPLETE

00 25 50 75 100

MOVIES X PICTURES ✓

31 JAN '03 TBA JAN '03

Midway gets its chopper out...

**SLOWLY BUT SURELY** the GameCube genre gaps are getting filled and if you wondered when we were going to get a frantic helicopter shoot-'em-up, you don't have to wonder anymore. Midway is set to bring us a port of its PS2 title *Fireblade* early next year – complete with the usual smoother framerate and texture upgrades, *Fireblade* will enable you to fly the Talon or the Vendetta choppers, both of which are equipped with Swarm Missiles, Sniper Cannons and Laser-guided Homing Missiles.

There are plenty of gadgets to play with as well, ranging from electro-magnetic pulses to night-vision sensors. With 18 missions set over four campaigns (mountains, desert, jungle, arctic, yadda, yadda, yadda), Midway is basically bringing us its version of EA's *Strike* series, but without the political undertones.

At the moment the game looks a little too simple in terms of graphics, but the PS2 version received decent scores when it was released, so perhaps the gameplay will make up for any technical shortcomings. Expect a full review in the next issue.

CUBE

**"MIDWAY IS BRINGING US ITS VERSION OF EA'S STRIKE SERIES"**

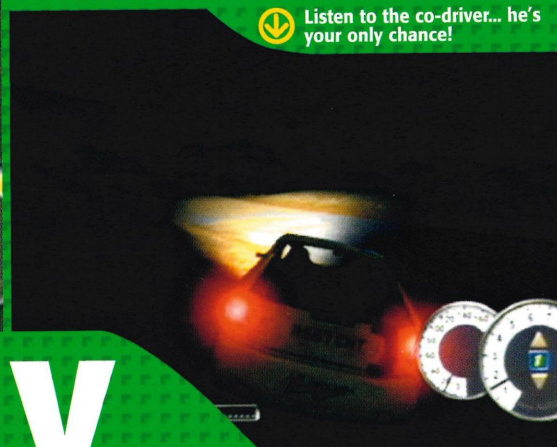


⬆ The graphics are average at best, but the port is still in its early stages





Listen to the co-driver... he's your only chance!



CUBE

INFORMATION

RALLY CHAMPIONSHIP

PUBLISHER: SCI

DEVELOPER: WARTHOG GAMES

ORIGIN: UK

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL RACES MOVIES X PICTURES

Q1 '03 TBA Q1 '03

# RALLY CHAMPIONSHIP

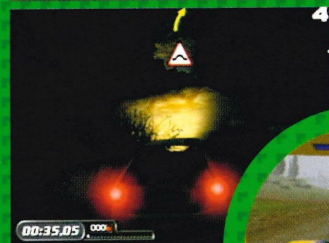
We are the Champions!

New and surprisingly improved

IF ANY PROOF were needed that speaking your mind gets you results, then this has to be it. Back in issue nine we had a look at *Rally Championship* – a decidedly average racer that did nothing to impress. Since then the game has been delayed by four months, so the team could bring it up to scratch and we're pleased to say that the latest version is far better and should appeal to any racing fan. The changes aren't mind-blowing, but the textures have been given a face-lift and the whole package is starting to resemble a finished game. There are a decent number of cars on offer and the multiplayer is genuinely fun to play, maintaining a playable framerate even with four players on the screen at once.

Given that *Pro Rally* was rubbish and *Rally Fusion* has been canned, *Rally Championship* will at the very least provide a four-player, arcade-style alternative to *Colin McRae 3* when both titles appear next year.

CUBE



Rivenditore

Pro

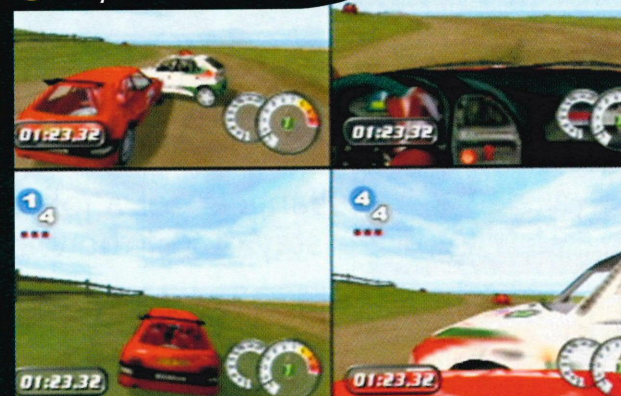
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Peugeot 206  
Subaru Impreza 2000  
Seat Cordoba  
Skoda Octavia  
Subaru Impreza 1998  
Subaru Impreza 2001  
Hyundai Accent

ultati tappa



A smile for the camera? No? Suit yourself then

Why do multiplayer races always turn into smash-fests?



## RALLY ROUND GUYS!

MULTIPLAYER MADNESS ENSUES

The main selling point of *Rally Championship* has to be the Multiplayer mode. The single-player is okay, but it's extremely lightweight when compared to *McRae*. The fun factor is where *Rally Championship* excels, and plugging in four pads really brings the best out of it. Races are well-balanced. Although a good player can break away, a few messed up corners will enable opponents to catch up. Kind of like *Mario Kart 64*, but not quite so unforgiving.



"THE GAME HAS BEEN DELAYED BY FOUR MONTHS SO THE TEAM COULD BRING IT UP TO SCRATCH"



**A taste of paradise?**



⬇ For some the *Star Wars* universe never gets old

CUBE

⊕ INFORMATION

STAR WARS: BOUNTY HUNTER

PUBLISHER: ACTIVISION

DEVELOPER: LUCASARTS

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL FUNK MOVIES X PICTURES ✓

JAN '03 TBA OUT NOW

# STAR WARS: BOUNTY HUNTER

Jango's got a job to do – best you stay out of the way

**WE'VE BEEN GOING** on about this game for quite some time now and considering that it was looking great seven months ago, the finished product should be nothing less than outstanding. Originally due to ship in tandem with the DVD release, *Bounty Hunter* has slipped to January. The PS2

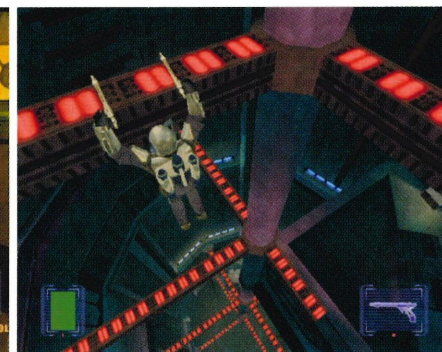
code has been receiving favourable reviews in the US; the GameCube version looks significantly cleaner and the controller makes for a smoother playing experience, so you can expect it to be a worthy purchase.

For *Star Wars* fans searching for the definitive GameCube *Star Wars* experience, this will provide far more entertainment than *The Clone Wars* or *Jedi Knight II*. Plus, it'll be yet another adventure to get your teeth into during the relatively quiet New Year period.

CUBE



⬆ Going somewhere, Solo? And other bounty hunter-related *Star Wars* quips...



**"PROVIDES FAR MORE ENTERTAINMENT THAN CLONE WARS OR JEDI KNIGHT II"**





Get out the highway...

# BIG MUTHA TRUCKERS

## CUBE

### INFORMATION

#### BIG MUTHA TRUCKERS

PUBLISHER: EMPIRE

DEVELOPER: EUTECHNYX

ORIGIN: UK

GENRE: DRIVING

PLAYERS: 1

#### PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL CUBE POINTS

MOVIES X PICTURES ✓



MAR '03



TBA



MAR '03

## White Van Man loose in a juggernaut

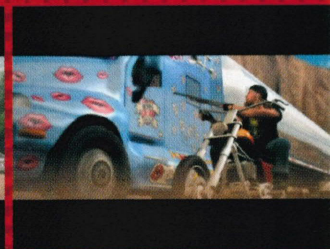
**BIG MUTHA TRUCKERS** is about the wheeling and dealing of buck-toothed red-necked hicks as they 'haul ass' across the backwards south of the good ol' US of A. Now, many of you will be thinking how this compares to SEGA's *18Wheeler*, but the only similarity is that they both feature arcade-style handling. Strangely enough, *Big Mutha Truckers* (you can stop sniggering at the name now) plays much like – if such a game existed – *'Sim Trucking'*. Whilst SEGA's game was mainly about getting from one point to the next, Empire's offering has you trading goods between towns. Admittedly, this sounds a little dull but you do your capitalist bidding by delivering rare goods (you know which ones, by hanging out in bars and chatting to the locals), betting on road races and generally out foxing 'Smokey', as you tear up the highways in a 20 ton rig. On current showing, *Big Mutha Truckers* has enough neat elements like its radio station and range of challenges to make it a surprise cult hit.

CUBE

## RADIO GA GA

### RADIO GOO GOO

As is becoming common with themed driving games, *Big Mutha Truckers* has a soundtrack that fits it perfectly. On local country radio 'Ye haa' you'll find tracks that range from Rawhide to the Butthole Surfers, through to Ozzy Osbourne and the White Stripes. Gladly we haven't discovered any generic snotty punk tracks – as has become common in far too many games these days.



"PLAYS MUCH LIKE  
- IF SUCH A GAME  
EXISTED - SIM  
TRUCKING"

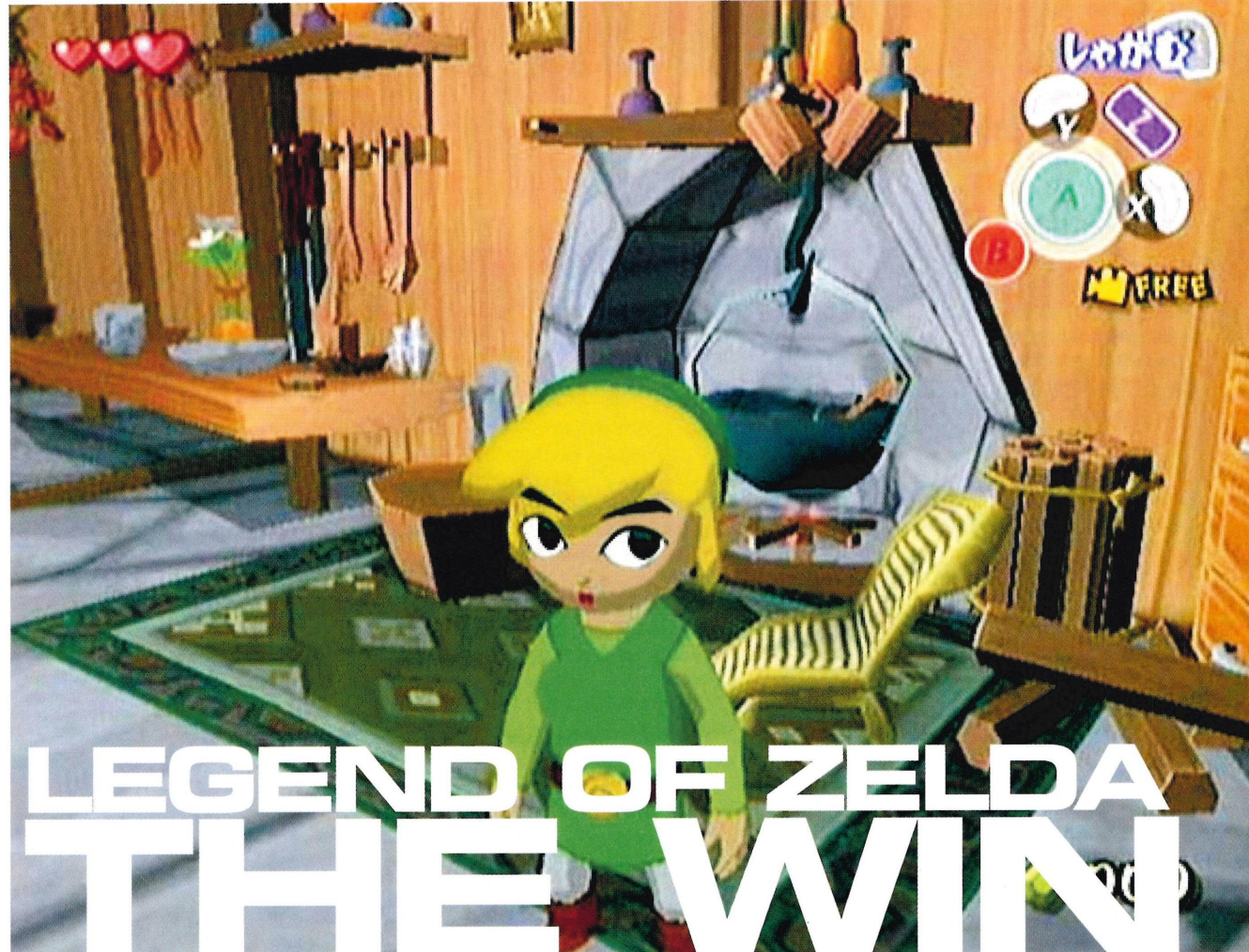


↑ If you like *Smokey and the Bandit* and *Convoy*, this will be like living the dream





**CUBE**  
 INFORMATION  
**LEGEND OF ZELDA: THE WIND WAKER**  
**PUBLISHER:** NINTENDO  
**DEVELOPER:** IN-HOUSE  
**ORIGIN:** JAPAN  
**GENRE:** ACTION RPG  
**PLAYERS:** 1  
 PERCENTAGE COMPLETE  
 00 25 50 75 100  
 TOTAL COMPASS POINTS  
 MOVIES X PICTURES ☒  
 MAY '03 OUT NOW FEB '03



## LEGEND OF ZELDA THE WIN

### Information overload – the Deku Leaf and Wand of the Wind revealed!

**THERE ARE SO** many titles being bandied about for the new *Zelda* it could send you quite schizo! A short while back, Nintendo revealed the official subtitle for the GameCube *Legend Of Zelda*. Since then translators

the world over have come up with their own interpretations of what it means; *Melody Of The Wind*, *Winds of Takuto*, *Baton of the Wind*, *Wand of the Wind*... the list goes on. Just recently Nintendo of Europe opted for the rather lame 'The

*Wind Waker*! Great. First *Lylat Wars*, now *The Wind Waker*. Someone out there doesn't like us much. Lets hope that Nintendo changes its mind before the game arrives on these shores. We can now show you the first ever shots of Link using the mysterious Wand of the Wind/Wind Waker. The magical wand is used in a similar way to dancing games in that you must swing



# "WE CAN NOW REVEAL THE STORYLINE BEHIND THE FIRST SECTION OF THE GAME"



## WHICH WAY?

IT'S ALL IN THE WRIST

■ When using the wand you must first choose which direction you want the wind to go. Then you have to wave the wand in a set pattern using the C-Stick. The pattern you choose is shown at the top of the screen.

## PURE MAGIC

I WAS JUST WAND-ERING...

■ Link can use the Wand of the Wind to control the direction of the breeze, which is a big help since most modes of transport rely on the wind. Controlling the power of the wand is Links only means of reaching certain places.

## IT'S A SIGN

THIS WAY TO TOWN

■ In keeping with Nintendo worlds (Zelda in particular), signposts let you know where certain areas are to be found. For example this red signpost tells you that the Misty Woods are just around the corner.

# D WAKER

the wand in time with the beat at the top of the screen in order to control the wind. Movements of the C-Stick are shown on the screen in diamond-shaped boxes. Changing the nature of the wind will aid you in your quest to find Link's sister by allowing you to reach new areas. Deku Leaves are affected the most by the wind. These huge leaves can be used as gliders

(Link holds each end of the leaf as seen in the pic), allowing our favourite little elf to float to new areas. Though he can alter his direction to an extent via the D-pad, he will only be able to float significant distances if the wind is behind him. Another feature that will certainly be affected by the wind is Link's boat. Lacking paddles, the little dragon boat can only move with the

wind in its sails. Link's little sister is being held on an island and you won't be able to rescue her until the wind is blowing in the right direction.

Speaking of Link's sister, we can now reveal the storyline behind the first section of the game and we're so excited we simply had to dedicate a further four pages to it, every one of which is packed with new screens.

## PREVIOUS

FROM THE MAKERS OF...

## SUPER MARIO SUNSHINE

■ Totally instinctive gameplay and luscious worlds are what you get with Mario's latest. A joy to play.



TOTALGAMES.NET RATING: 94%



## HIDDEN IN THE SHADOWS

ENEMIES CRUMBLE UNDER LINK'S MIGHTY SWORD!

It's taken Nintendo a long time to release pictures of Link's adversaries. Up until now we've only really seen the same bunch of enemies – the wolf-like creatures and the castle guards. Now though we can show you four brand new enemies, three of which come from the Misty Woods.

First up is the Deku Moth. These things are huge and despite being colourful they're after your hide so don't give them any breathing space. Next up are the classic Blobs. You may remember these from *A Link To The Past*.

Slashing at them will see green slime flying everywhere while they multiply around you. Last of all are the Dark Knights; these guys are twice your size and their thick armour can only be penetrated by using an upgraded version of Link's sword. You may notice from the screenshot that this sword comes complete with beautifully patterned sheath. After defeating an enemy, Link will do a little celebration dance. Sweet...



## THE NEVER ENDING STORY

**LINK SHEDS A TEAR AND WAVES GOODBYE BEFORE SETTING OFF TO FACE THE UNTOLD EVILS OF HIS MAGICAL WORLD**

Nintendo has finally let slip some of the storyline details for the first section. Looking back at some of the old screenshots, a lot of things have clicked into place. There are little hints everywhere, the meaning of which now become clear. Here's a mini walkthrough of the first section to give you a taste of what's in store...



Link awakens and gets dressed to explore the local area (no points gained for going in the nuddy), after which he must meet his sister on top of the village lookout post.



She has something in her hands – it's a telescope. She's using it to look at the islands in the distance. She offers Link the chance to have a look-see.



Link picks up the telescope and has a look around. Suddenly he hears a commotion and sees a huge bird flying past. One of his friends has been captured!



Link gets all he needs for his voyage before saying his goodbyes. Tears are shed and prayers are said. Link boards a ship with the girl in tow (she feels guilty) and sets sail.



It's a fairly hefty ship and there's a load of exploring to be done. If you search hard there are treasures to be found. The ship's crew will offer some hints too.



In the dead of the night Link reaches a craggy-looking island hideout. The ship can't get close enough due to the intense security, so he'll have to find another way of getting in.



Right, there has to be a simpler way than this! Okay, the barrel it is then. Link's friend has to knock him out to get him into the barrel, but he's soon on his way through the night sky.



**"LINK'S ENTIRE QUEST REVOLVES AROUND HIM FINDING HIS LITTLE SISTER, WHO HAS BEEN KIDNAPPED"**



## HIDDEN TREASURE!

WELL, WELL, WELL – WHAT 'AVE WE 'ERE?

One of the first sequences we ever saw from GameCube *Zelda* was Link reaching into a huge chest. Treasure chests and Link go together like Nintendo and quality games, and this one is no different. Treasure chests won't always contain amazing items, but there's the chance you'll find a new weapon or a key object lurking in the depths of these magical containers.



This fancy-looking bag enables Link to carry eight bombs at a time. Hell yeah!



Link keeps the bird in his scope and after much squirming, the girl escapes from the bird's clutches and falls to the ground somewhere in the Misty Woods.



Link goes to the rescue. Luckily the girl's fall was broken by a tree branch but the woods are filled with sinister creatures and Link will have to fight them off first.



Once saved, the two adventurers return to the village. Alas, while Link has been away the bird has returned and kidnapped his little sister. There's only thing for it...



Blimey, that was a good shot! Link lands just short of the rocks and clammers out of the barrel. Now he'll have to find a safe path that leads up to the main platforms.



There are spotlights everywhere and there's no way that Link will be able to get through without being spotted. Sure enough it isn't long before security is on its way.



The little Elf doesn't stand a chance against the heavyweight guards and he gets chucked into the slammer. Naturally, our cunning hero manages to find a way to continue his quest.





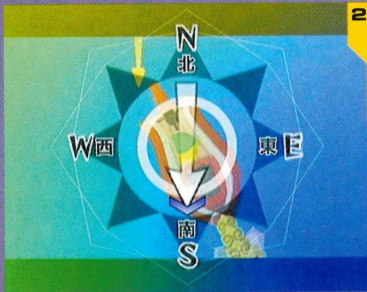
## WINDS OF CHANGE

NORTH, SOUTH, EAST OR WEST?

At certain points in your adventure you'll reach an apparent dead end. There will be places on the map you simply can't get to. When this happens it's time to whip out the Wand of the Wind. By swinging the wand to a certain beat Link can 'conduct' the wind. This conducting doesn't come naturally and Link must learn the technique. With the wand acquired and the technique learned, Link can choose the direction in which he wants the wind to blow. This is essential for using the Deku Leaves and sailing the Dragon Boat. In fact, controlling the wind is the most important element of the game.



1 Set adrift in the middle of the ocean without a breeze... dammit!



2 ... but look what you can do if you have a magical wand. Marvellous



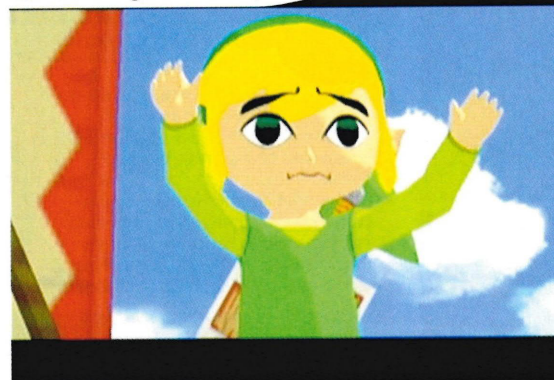
3



4



Awww, it's enough to bring a tear to a grown man's eye...



**NINTENDO ALWAYS DOES** this to us. We get all excited over one or two levels of a game and then they go and release a whole host of new information a month before the game comes out. As if the Deku Leaf, Wand of the Wind and confirmed storyline weren't enough, we've now got to deal with the fact that we'll be getting *Ocarina Of Time* AND *Ura-Zelda* in the same package. Having had time to digest all of this information and sit down for a while, we've come to the conclusion *Zelda* is going to be one of the finest games ever created.

The negative comments regarding the graphical style are long forgotten and the only people with any doubts are those who haven't seen it in action. For those people, go to [www.totalgames.net/downloads](http://www.totalgames.net/downloads) and watch the movie. Then imagine what the finished full-screen, hi-res version will look like. This is probably the first game to express emotions in a totally believable way. *StarFox Adventures* did it to an extent, but *Zelda* perfects the art. Who needs an Emotion Engine when you've got a GameCube?

CUBE

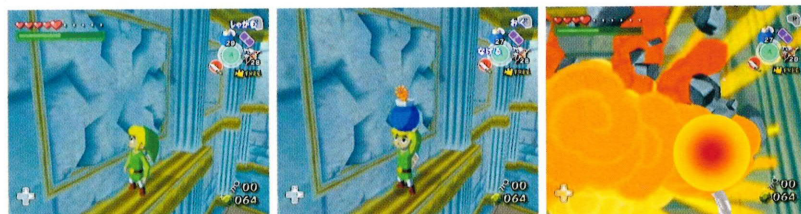
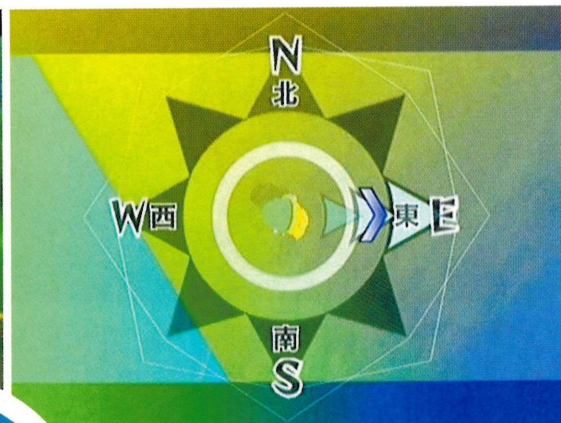
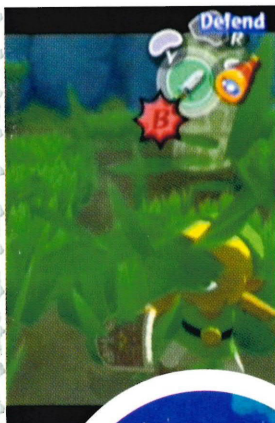


Yes, that's right. My sister's kidnapping is your fault! So what you gonna do about it?





# "CONTROLLING THE WIND IS THE MOST IMPORTANT ELEMENT IN THE GAME"



## BOMBS AWAY!

3... 2... 1... RUN!

You can use the Tingleceiver (see issue 12) to locate hidden caves, but most of the time the hidden areas are far more obvious to spot. A cracked wall in an otherwise smooth area indicates a weakness and you can use a bomb to open it up. You don't start with bombs, but they can be bought or found once you've retrieved the Bomb Bag.



⬇ "Will I ever grow up to be big and strong like you?"



⬆ Link's home is a little basic but it has toilet paper and other such essentials



## COME FLY WITH ME

GRAB A LEAF AND SAIL AWAY

During Link's quests you'll come across an area filled with Deku Trees. The trees are separated by vast expanses of water and the only way to travel between them is to climb to the top of one and use a Deku Leaf to glide to the next. If the wind isn't travelling in the right direction Link will be blown away so you need to have the wind behind you in order to travel far enough to reach the other side. You can use the magical Wand of the Wind to control the wind direction (see *Winds Of Change*). With the wind behind him Link can take a running jump into the air and use the D-pad to make minor changes to his trajectory.



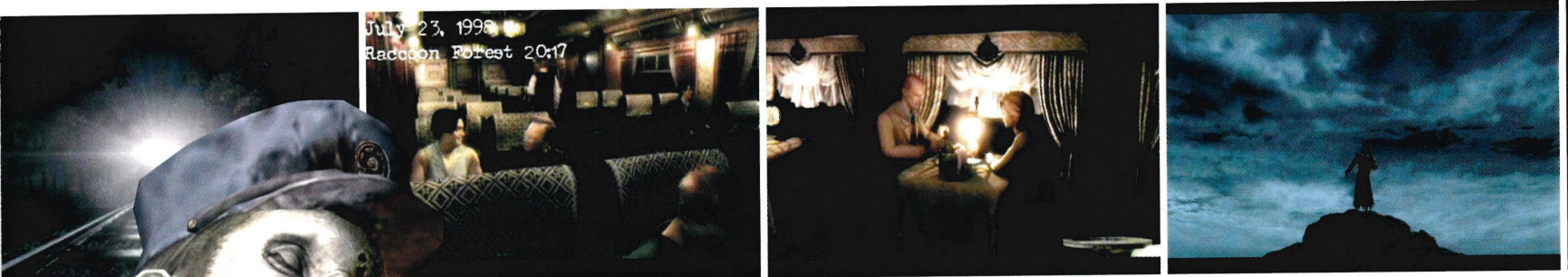
⬇ He is like a bir-ird, he wants to fly awa-ay... he doesn't know...

## CUBE SAYS...

FIRST IMPRESSION

■ So just how good is *Zelda* going to be? Put it this way: every member of the CUBE team has a copy of the game pre-ordered, and the same can be said for the games™ boys... and even the monkeys over on CUBE Solutions. Even members of P2 and XBM are gagging, though they won't admit it. Basically anyone remotely interested in gaming wants in. Why? Because Miyamoto-san has never let us down before, and every single Nintendo-based *Zelda* game has been nothing short of monumental. Bring it on. **CUBE**





## CUBE

### INFORMATION

#### RESIDENT EVIL ZERO

**PUBLISHER:** SURVIVAL HORROR

**DEVELOPER:** CAPCOM

**ORIGIN:** IN-HOUSE

**GENRE:** JAPAN

**PLAYERS:** 1

#### PERCENTAGE COMPLETE



TOTAL 100% ☒ MOVIES ☒ PICTURES ☒



MAR '03



OUT NOW



OUT NOW

# RESIDENT

## The true horror revealed - leech-men, Resident Evil 2 locations and more!

**IN A WAY** *Resident Evil Zero* has turned up in the office at the wrong time. With *Metroid* taking prime (sorry...) position on the office GameCube and the astounding new footage of *Resident Evil 4*, *Zero* has undeservedly been shoved into the corner. Still, there were a few days

before *Metroid* turned up when we had the chance to play with finished code of Capcom's latest survival horror. As a prequel, *Resident Evil Zero* is supposed to explain how it all started. The resulting game offers much more than we might have been entitled to expect, with shocking twists and turns all the

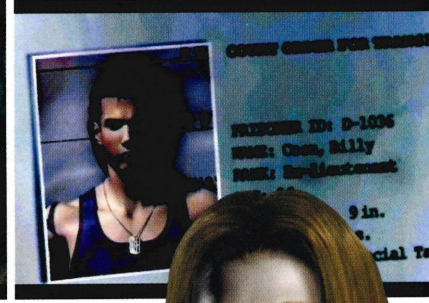
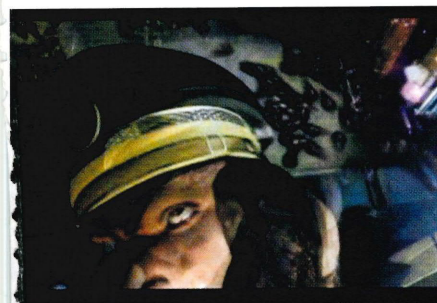
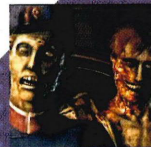
way. Fans of the series will find themselves going "oh my God – so that's how it happened!" all too often.

**CUBE** can now reveal the first hour or so of the game so stop reading if you want it to be a surprise. Beyond that we'll leave it to you.

The action starts with a train, the Ecliptic Express. On board are scores of innocent researchers, en-route to Umbrella's research centre on Rock Fort Island. High up on a hilltop, a



**"THE GAME OFFERS MUCH MORE THAN WE MIGHT HAVE BEEN ENTITLED TO EXPECT"**



### WINDY WARES

3D OR NOT 3D?

■ The graphical distortions that brought *Resident Evil Remake* to life are back in full force. With the speeding train comes violently flapping curtains and blinding rain. Now, it seems, Capcom is just showing off!

### BILL OR BECS?

BUT IT'S MY TURN!

■ At various points during the game you'll have to leave one character behind in order to solve certain puzzles. This may mean that they'll come across bosses all on their lonesome, so don't leave 'em short of ammo.

### UP THE ANTE

FACES LIKE YOU'VE NEVER SEEN

■ The character models have been improved over the already astounding *Resident Evil Remake* models. This time around the characters' faces look nearly identical to the pre-rendered FMV versions. Fascinating and mind-blowing indeed.

mysterious man in a white gown watches for a few moments before unleashing hundreds of mutant leaches on the unsuspecting passengers.

The action then switches to a helicopter. The STARS Alpha team are investigating a missing prisoner transport van when the engines fail and the pilot is forced to make a controlled crash into the woods below. The team soon come across the van, overturned

with all its occupants brutally murdered... bar one. Ex-army lieutenant Billy Cohen is nowhere to be found so the team splits up to search the area. Rebecca Chambers soon comes across the train, which has ground to a halt after the leech attack. The leaches are obviously carrying a strain of the T-Virus since every passenger on the train has been zombified. Billy is on board, and no sooner do the two meet than the train starts moving again. Rebecca is

very hostile towards Billy (she still thinks he murdered all those people in the van), but the simple truth is that they'll have to co-operate if they want to get out alive.

The train section takes a good hour to get through, during which time you'll come up against a giant scorpion, a gross leech-man and assorted zombies. Basically you're thrown straight in at the deep end, which is how we like it.

### PREVIOUS

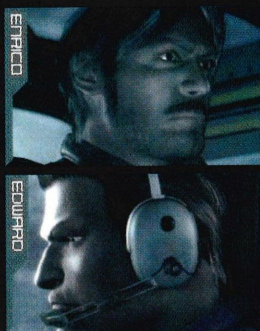
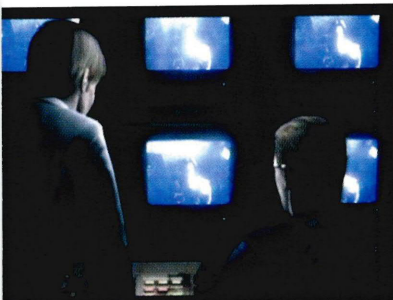
FROM THE MAKERS OF...

### RESIDENT EVIL

■ Not recommended for those of a nervous disposition, but if you're a dedicated gamer then you owe it to yourself to have it.

TOTALGAMES.NET RATING: 92%





## MEET THE TEAM

### THE STORY UNFOLDS...

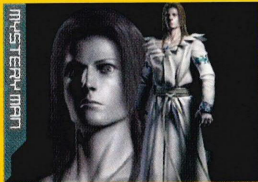
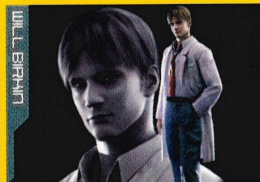
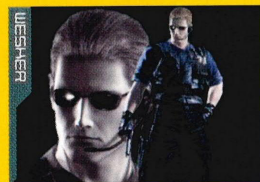
There are a few new faces and a few familiar ones, so here are some of the people you'll meet during your travels:

First up are the STARS Alpha team members: Enrico (the captain), Kenneth, Forest, Edward (helicopter pilot), Richard and Rebecca. Kenneth turns up in *Remake*, munched as you'd expect. Richard comes bursting through a window after Rebecca gets on the train. Somehow he manages to get into the *Remake* mansion and is the guy for whom Jill has to find the Serum.

Then there's Billy Cohen, the ex-army lieutenant, who is unintentionally thrown into the situation. Captain Wesker holds a high

position in STARS but is also one of the masterminds behind the Umbrella Corporation. William Birkin works closely with Wesker. He's one of Umbrella's top scientists, but he pays his dues later on in the series.

The Mystery Man is an Umbrella accident. After using him as a test subject he was left for dead, but has since mutated into something truly awful. He's returned for revenge and will let nothing stand in the way of Umbrella's destruction. The Mystery Man has been using the head of Umbrella to his advantage. Having replaced James Marcus with a leech-man version some weeks before, he's clearly been plotting his revenge for some time.



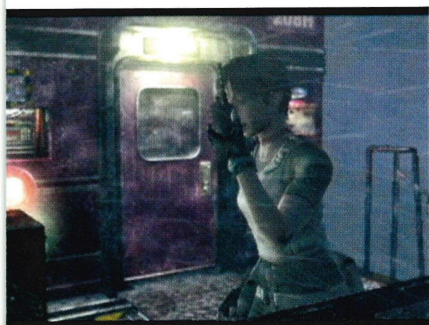
## LOVE AT FIRST BITE

### YOU JUST KNOW THEY'RE GOING TO GET IT ON

When Billy and Rebecca first meet they're at each other's throats, but you know from the offset that the pair are going to end up together in a cheesy Eighties action-film kind of way. What's amazing about these two characters especially is the polygon count on the models. The faces are significantly more detailed than those found in *Resident Evil Remake*, and the difference between the rendered artwork models and the in-game models is minute. The facial expressions and the lip-synching make the characters even more authentic, and the result is that you feel totally connected with Rebecca and her unlikely hero partner.



Rebecca's perfect make up proves evil zombies are no excuse for looking like a dog's breakfast



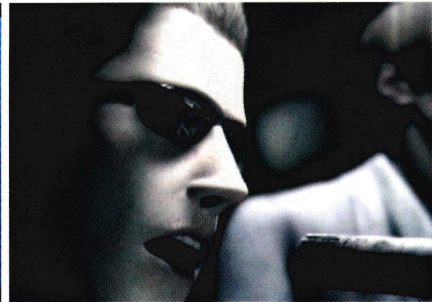
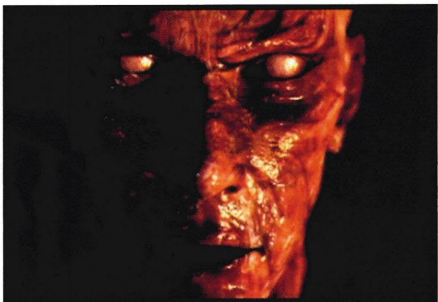
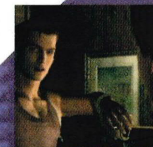
**OVER THE PAST** six issues we've spent time explaining how the game's new 'partner zapping' system works and what changes it makes to the gameplay as a whole, so instead of going over all that again we'll just fill you in on the cool new stuff that's been added.

Billy and Rebecca have to work together to stop the train, which by now is ploughing ahead out of control. They don't get there in time

though and consequently the train crashes at its destination. Escaping from the wreckage unhurt the pair find themselves in a mansion. You could be forgiven for thinking this is the mansion from *Resident Evil Remake*. It looks very similar, but it isn't and it's filled with a whole new range of deadly traps to negotiate. This is where the first major storyline shock comes in. The T-Virus from *Remake* wasn't purposefully released



# "RESIDENT EVIL ZERO IS DARKER, SCARIER AND MORE EXCITING THAN REMAKE"



Billowing curtains, blowing newspapers and many other spot animations help breathe life into each location



## LEECH-MAN ATTACKS

### THE MOST DISGUSTING RESIDENT EVIL CREATURE YET

The mutant leeches found in the game are controlled by the Mystery Man. His telepathic link with them means that he can make them do anything – this includes ordering them to take human form and attack as one. Because these leech-men are made up of dozens of leeches, their limbs can stretch to three times their length. The only safe place to be with one of these guys around is on the other side of a wall. It takes an awful lot of firepower to bring them down, so it may be wiser to simply run away.

The name of the game is Uh! Uh! Uh! Uh! Stayin' alive



## BACK TO THE FUTURE

### FANCY PLAYING THROUGH RESIDENT EVIL 2?

*Resident Evil Zero* sees you exploring a completely separate mansion but eventually you'll end up in the same research facility as the one found in *Resident Evil 2*. Anyone who played that game will recognise these areas. Despite this, the conversion of *Resident Evil 2* will still use N64-style graphics. Remodelling all those areas would just take too long.



by Umbrella. The mystery man who killed the train passengers is in fact an Umbrella experiment gone wrong. He's a little upset about what the scientists did to him and is seeking revenge. Strangely he seems to have some sort of a telepathic link with the leeches and controls their every move.

Right, that's it. To reveal any more would only ruin it for you, so this is where we'll leave it until the PAL release arrives in March.

CUBE



**CUBE**

SAYS...

FIRST IMPRESSION

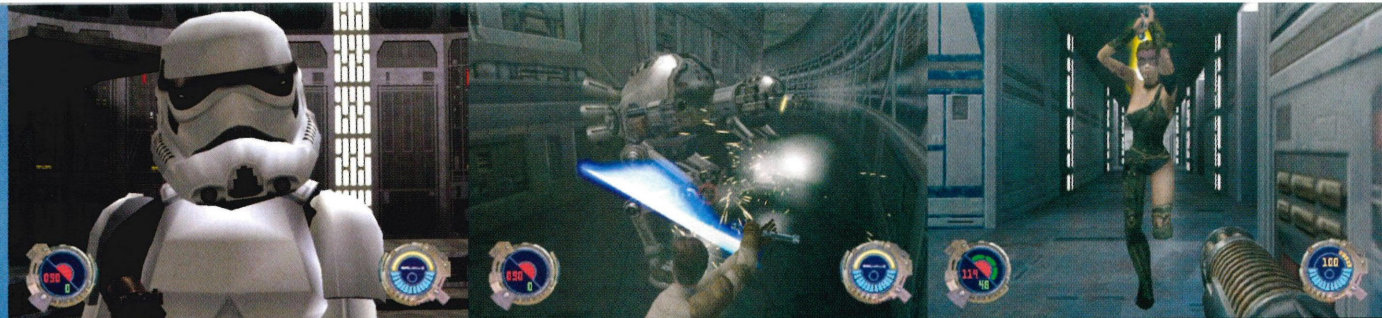
**Resident Evil Zero** is darker, scarier and more exciting than **Remake**. For import gamers, **CUBE** can recommend **Resident Evil Zero** wholeheartedly. If you enjoyed **Remake** then you simply have to buy this. The ability to swap characters and drop items makes for more challenging puzzles and it all comes together to complete another fine chapter in the scariest videogame story ever told.

CUBE









AS A JEDI KNIGHT YOUR WEAPONS ARE  
PEACE, KNOWLEDGE AND DEVOTION.

OH YES, AND YOUR VERY OWN LIGHTSABER.

## STAR WARS JEDI KNIGHT II: JEDI OUTCAST™

The legacy of *Star Wars*™ lives on in Jedi Outcast. As fallen Jedi Kyle Katarn, you must wield your enhanced lightsaber and arsenal of weaponry and invoke the Force. You cannot escape your destiny, to know the light, you must see the dark.

Epic single and multi-player first-person action.



ACTIVISION



NINTENDO  
GAME BOY  
ADVANCE





# CUBE

ISSUE FOURTEEN

## REVIEWS

14-DAY ON THE ARKETING-MAY

**IT'S ANNOYING THAT** this month's lead review, and the GameCube's finest game to date, won't be available on British soil until March. It's frustrating but, as much as it hurts to say it, Nintendo has probably made the right decision. Take a look at the Xmas line-up; *007: Nightfire*, *Medal Of Honor*, *Tiger Woods*, *Harry Potter* and *Knockout Kings*. There's a distinct lack of a killer title in December but would you rather have had *StarFox Adventures* or *Eternal Darkness* pushed back by a month? No, thought not.

By the time you've finished the current crop things'll be heating up again. The New Year brings *Lord Of The Rings* and *Bounty Hunter* with *Mortal Kombat*, *Animal Crossing*, *Monkey Ball 2*, *Resident Evil Zero*, *Metroid Prime* and *Phantasy Star Online*, arriving in February and March. Nintendo is currently rocketing ahead in the US and Japan and typically Europe catches on three to four months down the line. Prepare yourselves – 2003 is going to be quite something.

■ CHANDRA NAIR



## METROID PRIME

Despite plentiful teething problems Retro Studios pulls through and delivers the finest game the GameCube has to offer. Stylish, beautiful and atmospheric, *Metroid Prime* is all that and more.

# 68

## CUBISTS

It's that time of year when we all go a little bit out of synch

### MILES GUTTERY



EDITOR  
CUBE

**ALL HE WANTS FOR XMAS IS...** to be anywhere but Bournemouth  
**THIS MONTH:** Our brand spankin' new Editor has only been here for three weeks and already he's had enough of Bournemouth to last him a lifetime. All those student girls and endless pubs and clubs are wearing him down...

### CHANDRA NAIR



DEPUTY EDITOR  
CUBE

**ALL HE WANTS FOR XMAS IS...** RPGs  
**THIS MONTH:** Chandra has programmed his brain for 'Geek' mode and decided that instead of socialising, he's going to spend the Xmas hols playing *Zelda* and taking a trip back in time with *Secret Of Mana*, *Chrono Trigger* and *Final Fantasy VI*. Freak!

### GARY ADAMS



STAFF WRITER  
CUBE

**ALL HE WANTS FOR XMAS IS...** a nice big hug  
**THIS MONTH:** Sadly, Gary will be leaving us for pastures new... *PLAY* magazine to be precise. Traitor! Still, we'll forgive him, as he didn't have much choice in the matter. He misses **CUBE** already and will be taking back issues home over Xmas for sure.

### BYRON WILKINSON



STAFF WRITER  
CUBE

**ALL HE WANTS FOR XMAS IS...** a pastry shop  
**THIS MONTH:** We've got no idea how much money Byron has spent on pies, pasties and other assorted savoury snacks this month, but we imagine the resulting bill has put him badly in debt. So, from now on, send your unwanted snacks to Byron.

### MARTIN MATHERS



DEPUTY EDITOR  
GAMES™

**ALL HE WANTS FOR XMAS IS...** a magazine with less pages  
**THIS MONTH:** games™ has 180 pages you know. That's an awful lot of pages to fill each and every month and Martin is so lacking in free time he's even moved into the Paragon offices, girlfriend, cats and all, just to make life easier.

### SANNA TAGHAROB



SUB EDITOR  
CUBE

**ALL SHE WANTS FOR XMAS IS...** A GameBox  
**THIS MONTH:** Our new Sub is used to spending her time surfing and travelling the world. She fails to understand what goes on in the games room and eyes dubiously the mottled grey characters lurking about the office. Outdoor pursuits indeed!

### STEPHANIE PEAT



SENIOR DESIGNER  
CUBE

**ALL SHE WANTS FOR XMAS IS...** for Gary to come back  
**THIS MONTH:** Steph's suddenly come over all motherly, and despite the fact that whenever Gary was here she called him names, she's now really missing him. Well, she's missing his provision of biscuits and sweets anyway.

### NICK TRENT

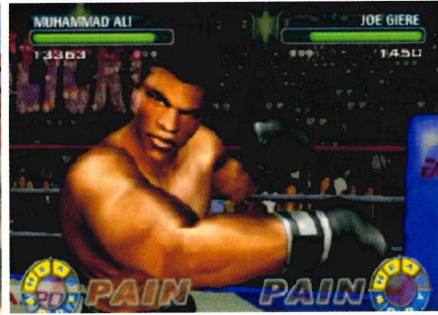
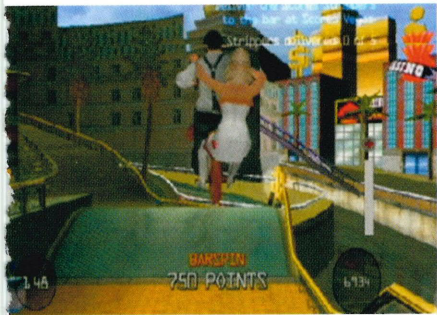


ART EDITOR  
CUBE

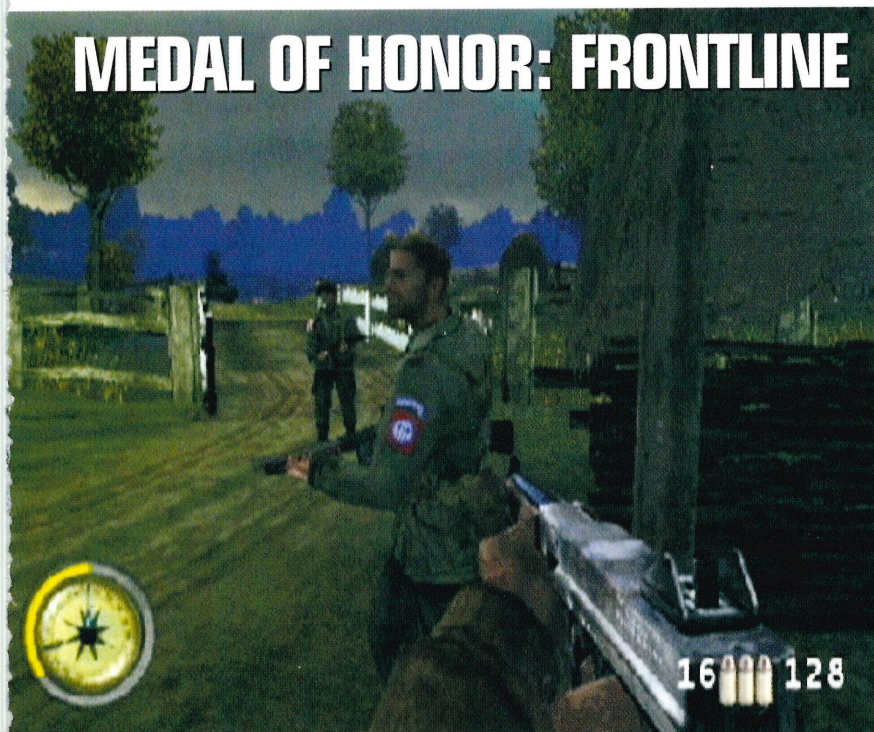
**ALL HE WANTS FOR XMAS IS...** children!  
**THIS MONTH:** King Trent is spending his first Xmas in Trent Mansions. He's got the house, he's got the beautiful wife and a fireplace. But there's one thing that he's missing: little children to run around the lounge saying "daddy daddy, look!" Hehe.



# 100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



## MEDAL OF HONOR: FRONTLINE



**74** We're getting a little fed up of lazy PS2 ports, but on this occasion we'll bite the bullet. Jerky framerate aside Frontline is still a fantastic shoot-'em-up and a grand experience.

## WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic - it's pretty easy to find what you need once you know where it all is...

### INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and whether or not you can watch movies of the game in action on TotalGames.Net.

### 2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

### ALTERNATIVES

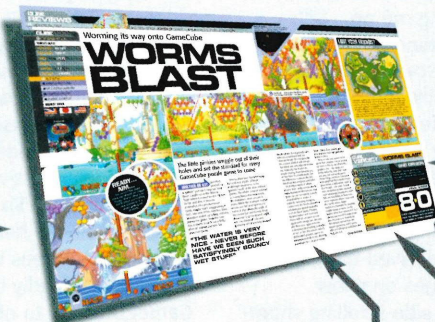
Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

### BOX OUTS

If you want more detailed information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

### COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



### BMX XXX

**76** We don't have a problem with crudity, but just because it's full of porn doesn't mean people won't notice the terrible game underneath all the gratuitous nonsense.

### JEDI KNIGHT II

**78** Star Wars it may be, but no amount of licensing can gloss over the fact that this game is based on an aging PC title. Take *Turok: Evolution* and remove the little bit of playability it had... ta da!

### BIG AIR FREESTYLE

**79** A game that does nothing to make itself stand out from the crowd. Dull graphics, dull gameplay, dull audio... how can publishers afford to release something like this?

### NHL LIVE 2003

**80** The series has had its ups and downs, but overall any ice hockey fan will tell you that EA's version is spot on. This latest incarnation does everything it should and a little bit more.

### TIGER WOODS PGA TOUR 2003

**81** EA comes up trumps again. By far the best example of serious golf on the GameCube, Tiger Woods looks the part and plays the part. This is what happens when you get an Xbox port instead of a PS2 port.

### KNOCKOUT KINGS '03

**82** A slightly different experience to *Rocky*, but no less pleasing to play. EA really is doing well this month isn't it? With the usual EA Sports sparkle, this certainly packs a punch.

### 007: NIGHTFIRE

**84** A decent enough dosage of the horny secret-agent, and a huge improvement over *Agent Under Fire*. Feels a little shallow next to *GoldenEye* but that's just being picky.

### HARRY POTTER: COS

**86** EA - who'd have thought it? Another film tie-in from the publishing giant and not too shabby either. *Harry Potter* fans will love it to pieces. As for everyone else... hmmm, not too sure about that.



## THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

**RATING 9.0** ⬆

### 9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals - give us a bit of credibility here, okay?

**RATING 7.5** ⬆

### 7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

**RATING 5.0** ⬆

### 5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

**RATING 2.5** ⬆

### 2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

**RATING 0.0** ⬆

### 0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!



## The Prime Directive

CUBE  
STAR  
GAME

EVIL JELLY!

**METROID!**

Deep within the Space Pirates' research centre, the life-sucking Metroids are undergoing experiments. These Phazon-injected versions are very aggressive.

CUBE

INFORMATION

**METROID PRIME**

**PUBLISHER:** NINTENDO

**DEVELOPER:** RETRO STUDIOS

**PRICE:** £39.99

**ORIGIN:** US

**PLAYERS:** 1

**MEMORY:** 2 BLOCKS

STATS

■ SPRAWLING ALIEN ADVENTURE

■ OUTSTANDING MUSICAL SCORE

■ ENDLESS GADGETS

■ GBA LINK-UP

TOTAL GAMES PRESENTATION MOVIES CHECKED PICTURES CHECKED



MAR '03



FEB '03



OUT NOW



# METROID

... investigate unidentified distress call...  
no further information available...

### THE SNES

*Super Metroid* has a massive fan-base. If there's one SNES game that western journalists always talk about when they're drunk, (western journalists, drunk? You're having me on...) it's *Super Metroid*. Nintendo managed to create a genuinely scary feeling of complete isolation by combining perfectly crafted, alien-inspired level design with spooky sound effects and a synth-based musical score. When first announced at Spaceworld in 2000, the clip of Samus running through bug-infested corridors received the biggest cheer of all the games on show. Recreating this 2D, side-scrolling shoot-'em-up on the GameCube was never going to be easy, so when Nintendo entrusted the project to newcomer Retro

Studios, fans were perhaps justifiably worried. Early videos didn't help matters – an appalling framerate and the first-person perspective offered little encouragement, but between those videos and E3 2002 something amazing happened. At E3 last May, *Metroid* was presented in playable form. Gorgeous, smooth, and embodying everything that made the SNES version so memorable, *Metroid Prime* suddenly shot to the top of everyone's most-wanted list and onto CUBE's cover. Six months later and the US version is here. The CUBE team is unanimous in its decision – that this is undoubtedly the best game the GameCube has to offer. It's the first mass-market, must-have title for the console and it's going to shift a good many machines. Here's why...

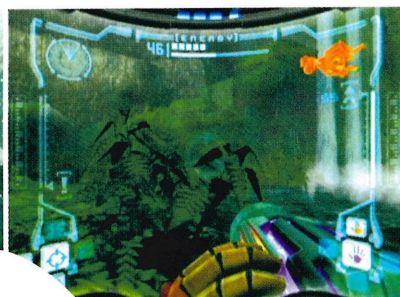
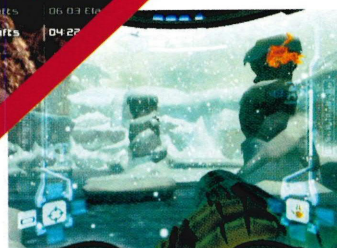


Combinations of ambient visual effects give a richness to the environments



FUSION IS IN FACT SAMUS' DAUGHTER

**SAVE POINTS:** There are one or two rooms in each area where you can save your progress. Save units will also completely replenish your energy reserves.



## PRIME CUTS

### THE FINEST ENGINE ON THE GAMECUBE

While Nintendo was at hand to help with the gameplay, the main game engine is completely down to Retro, and it's by far the best the GameCube has to offer. Tallon IV's many landscapes are presented beautifully, with geometry thrown around like there's no tomorrow. The textures aren't quite as nice as some of those in *StarFox Adventures* for example, but they serve their purpose very well. Bump-mapping isn't used much but that's because Retro has made most of the bumpy surfaces from polygons!

Then there are the awesome particle effects; sparks, snow, rain, heat haze and explosions. With two or three Space Pirates hammering you it's possible to get all these at once but the action maintains a steady 60fps. Breath-taking stuff.

It might look like an FPS, but it's so much more than that



Gentlemen, charge your weapons. Holding fire gives a little more oomph

# PRIME



## TOTAL EXTINCTION

### ALL IN THE NAME OF RESEARCH

Fresh from her last encounter with the Space Pirates and the Mother Brain, Samus investigates a distress signal emanating from an orbit around Tallon IV, home of the Chozo. Phazon, a toxic substance, is slowly leaking from within the planet, poisoning this highly advanced race. The Space Pirates have turned up to harvest the Phazon for weapons research and to resurrect the Mother Brain. The problem is they're using the various indigenous species to aid their research. The results are giant, mutated versions of every creature on the planet. Worst of all though, is the fact that deep within the research labs, Metroids are also being experimented with.



"SOME BOSS ENCOUNTERS CAN GO ON FOR HALF AN HOUR"

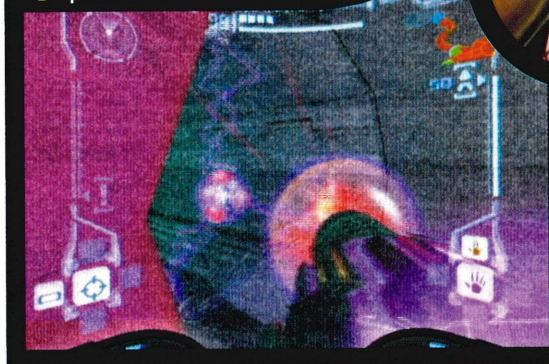


## VISOR

### THROUGH THE EYEHOLE

At the start of the game you have two visors — the standard Targeting Visor and the Scanning Visor. The former allows you to target enemies and objects, whereas the latter lets you see items of interest that you wouldn't normally be able to. Later on you'll get to use the extremely cool Thermal Visor and X-ray Visor. These allow you to see clearly in low-light conditions, identify power couplings and keep track of cloaked enemies.

Switching between visor settings provides different info on the area



## ARM CANNON

### ULTIMATE DESTRUCTION

Samus' main weapon has five different uses. The power-beam, ice-beam, wave-beam and the plasma-beam come courtesy of the four directions on the C-Stick. Some doors can only be opened with certain beam types and likewise certain ones are required to kill certain enemies. In addition the wave-beam is electrical in nature and can be used to restart electrical equipment.

The fifth use comes in the form of missiles. These can be combined with beam attacks to devastating effect. With the standard beam charged, you can let off a Super Missile, which uses five missiles for a megaton blast. Similarly, with the wave-beam charges you can use ten missiles to unleash a huge electrical homing-blast.



Perhaps she ought to enter the next Fame Academy. I know who I'd vote for



## GRAVITY SUIT

### A SMALL STEP FOR ARAN



Samus' Power Suit allows her to explore under water without worrying about breathing, but the density of the water will still impede her walking and jumping abilities.



The Gravity Suit allows her to travel underwater and jump/boost with the same efficiency as on dry land. Plus, it looks pretty damned smart as well.



**"WITHIN THE OPENING FIVE MINUTES YOU'LL COME UP AGAINST THE FIRST SCREEN-FILLING BOSS"**

## VARIA SUIT

OUT OF THE FRYING PAN INTO THE FIRE

The regular Power Suit can withstand all sorts of conditions except for the intense heat of the Magmoor Mines. To enter this area you'll need to find the Varia Suit. Aside from further opening up the Tallon IV underworld, it also looks cool. Functional and stylish.



## BRIGHT EYES

### LIGHTEN UP

The only way to light up darkened areas before you get the Thermal Visor is to charge up your weapon or, alternatively, fire off successive blasts.

## COMMENT

From the moment *Metroid Prime*

loads up you know it's going to be something very special. Progressive Scan compatible, Dolby Pro Logic II compatible, a hi-res, crisp logo and the music, oh the music. And all this before you even start playing.

*Prime* is set shortly after the events of *Super Metroid*. Detecting a distress beacon, bounty hunter Samus Aran arrives at a research centre in orbit around Tallon IV. It's here that you're introduced to the control system. You soon learn that the early stages are more about exploration than anything else. The space station is seemingly void of intelligent life but everything around you points towards a recent evacuation. The lack of action allows you to get to grips with the controls and soak in the atmosphere. Distant clangs of falling objects, scuttling bugs, leaking pressure valves, the occasional spark and the constant throb of the station's systems fill your senses. You can cut the air with a knife.

As far as the controls go, it's a little strange when you've been playing *TimeSplitters 2* non-stop for four months. The Control Stick moves you around as you would expect, but there's no dual analogue control. Holding L will lock you onto the nearest enemy or the nearest usable object in your viewpoint. You can still walk around and jump while you're locked on. Pressing R will enable you to look around, during which time you must be stationary. By looking around and pressing L you can lock onto enemies above you. The A button is your primary fire button. Tap it once for a quick blast or hold it down to charge up your weapon. Your weapon charges by sucking in energy from the air around you, but you can also use it to suck up power-ups such as health and ammo like a vacuum cleaner. B enables you to jump. An action that *Turok: Evolution* made a dog's dinner of has been made to look very simple here. You feel totally in

**NIGHTMARE!** These airborne Space Pirates are equipped with homing missiles, and once taken out they'll dive towards kamikaze-style. Cheers guys.



## ENERGY TANKS

BURSTING WITH ENERGY

Samus starts the game with 99 energy points. Finding an Energy Tank will increase her maximum capacity by a further 99 points. You can collect a total of 15 Energy Tanks throughout the game, but they're very hard to find.



So, how d'ya like dem apples, huh!?

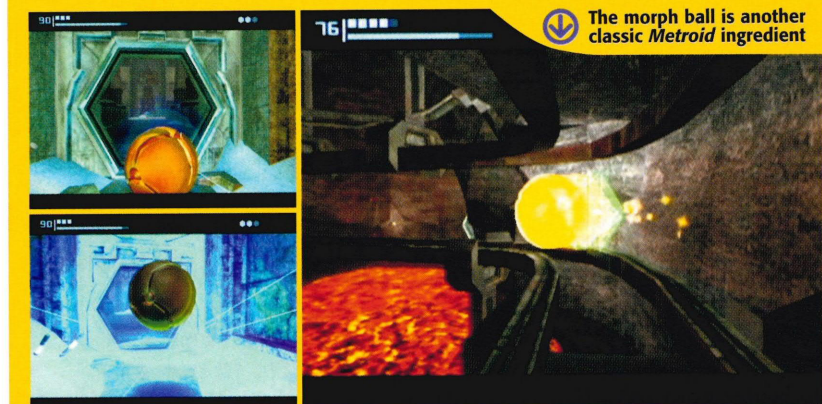
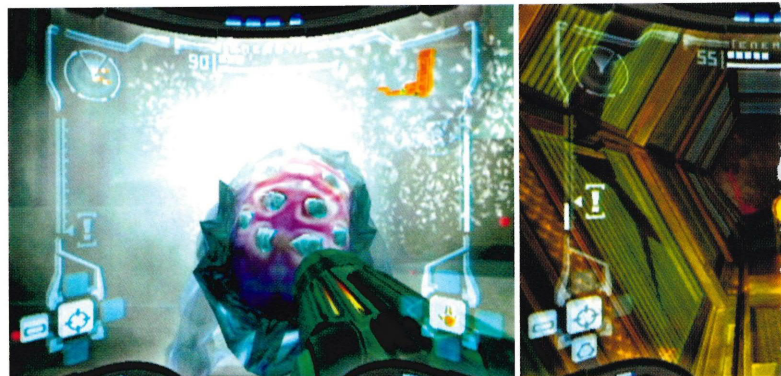




## SUITED AND BOOTED

### GBAS AT THE READY!

*Metroid Prime* really does have all the bells and whistles. By completing the Game Boy Advance *Metroid Fusion* you can access the Fusion Suit for Samus to wear. Depending on how many objects you scanned in your *Metroid Prime* adventure, you can also open up a gallery of all the enemies you may have encountered.



## GREAT BALLS OF FIRE!

### GET INTO ALL THE CRACKS AND CREVICES...

Tapping the X button will transform Samus into an armour-plated ball, at which point the camera moves to a third-person viewpoint. The Morph Ball allows you to pass through small gaps and narrow tunnels. Using the Morph Ball Bomb can help pass certain obstacles. Simply hold B to release an explosive charge that can damage enemies and blow up small obstructions.

Later on in the adventure, you'll find the Boost Ball and Spider Ball power-ups. These allow you to traverse half-pipes and travel along spider tracks which, of course, take you to all sorts of wonderful items. The Boost Ball also enables you to act as a dynamo in some machines. By rapidly spinning you can power them up and trigger switches.



control, and in true Nintendo style you can immediately see whether or not you can make it across a gap. Y fires your missiles, X lets you change into your Morph Ball (more on that later), the D-pad lets you select your visor configuration and the C-Stick selects your weapon type.

The learning curve is pure genius. The developers have structured the game so you don't even have to worry about things like changing weapons until four hours in. You're eased into everything but that's not to say it's boring. Within the opening five minutes, you'll come up

against the first screen-filling boss and the auto-destruct sequence will have you stressed out to high heaven... but in a good way. Not until you make it down to the planet's surface do you start to fully realise how things work. In the first hour you'll pass several doors that you can't get through because you don't have the right power-ups. Further exploration will turn up the required goodies, enabling access to new new sections.

An aspect of the game that may put some people off is the lack of any real action, but don't worry. Once you get about eight



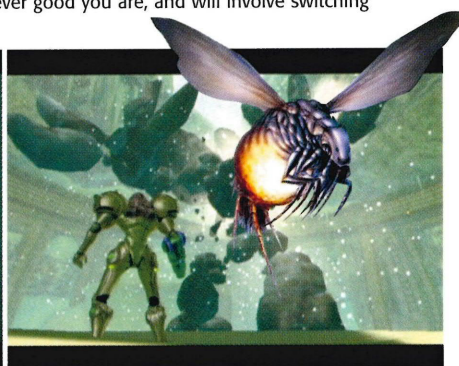
**OVERLOAD!** The Thermal Visor is all well and good, but if the air around you gets too hot to handle the visor simply overloads and you won't see a thing.



## BOSS HOG GIANTS

### NASTY BUT NICE

In a similar style to *StarFox Adventures* the boss arenas are massive. The reason for this is that the bosses are rather enormous themselves. Towards the start, boss encounters are quite simple affairs once you know what to do, but as you progress they become far more complicated and extremely challenging. Some can go on for half an hour, however good you are, and will involve switching between various visor and weapon settings.



## PUMPING ON YOUR STEREO

### HOMAGE TO THE SNES

One aspect of the game that was completely handled by Nintendo was the soundtrack. Kenji Yamamoto, the legend responsible for the *Super Metroid* soundtrack, was taken on board for *Metroid Prime*. It really shows as well and anyone who played the SNES version will instantly feel at home. The entire score has been coded in MIDI, but this has allowed some of the synth effects to sound quite retro in style. This has obviously been done on purpose to create a link between the two versions of the game. The composition of the music is second to none, so it's not only the gameplay that harks back to games of Nintendo past.

## PUZZLES!

### SUB-QUEST

One of the non-essential parts of the game is to collect all 12 of the hidden Chozo artefacts. There are written clues as to their whereabouts lurking within the levels.



Heat sources can be tracked, just like the Predator. Ain't got time to bleed etc...

hours in this all changes. After defeating an enormous Phazon-injected boulder boss, all hell breaks loose and the difficulty level takes a steep uphill turn. You're introduced to the Space Pirates, their airborne cousins and, soon afterwards, cloaked versions. Forget *Unreal* or *Halo*. Once you get into the depths of the Space Pirates' research facilities those games come nowhere near in terms of pure adrenaline and intensity. This is also reflected in the boss encounters, which are decidedly un-Nintendo. With the later bosses, even once you work out

what you have to do, the fights can last for ages. The battles are always fair but still extremely difficult. Finally a game that will really test you and suitably reward you afterwards.

We don't quite know how Retro have done it, but *Metroid Prime* is a perfect game in almost every way. It's so well thought out, the gameplay is beautifully balanced, it's just ironic that it's taken the input of a western developer to create a game that actually feels as rewarding to play as Nintendo games of old.

CHANDRA

"IT'S IRONIC THAT IT HAS TAKEN A WESTERN DEVELOPER TO CREATE SUCH A REWARDING GAME"

## CUBE VERDICT

## METROID PRIME

PLATFORM-ADVENTURE-SHOOTING AT ITS BEST



### VISUALS

Eye-popping colours and lightning with beautifully animated enemies at 60fps



### AUDIO

Yamamoto-san returns with his alien SFX, all in glorious Dolby Pro Logic II



### GAMEPLAY

Rock-hard, but for all the right reasons. Highly addictive with well-designed puzzles



### LIFESPAN

When you think you've explored every corner, you'll stumble on another whole new area



### ORIGINALITY

There is no other next-generation game like it. It improves on all the elements of *Super Metroid*

### ALTERNATIVE

Remove the shooting elements and parallels can be drawn with *Metroid*. A beautifully realised adventure game.

### STARFOX ADVENTURES

Format: GameCube Reviewed: Issue 12 TGN Rating: 9.4

## 2ND OPINION

**PRIMED!** "In terms of atmosphere, design, execution and sheer immersion *Metroid Prime* is without doubt, the best title yet on the GameCube."

BYRON

## FINAL SCORE

9.6

MORE NINTENDO THAN NINTENDO. THIS WILL CHANGE THE PUBLIC PERCEPTION OF THE COMPANY



## CUBE

### ⊕ INFORMATION

#### MEDAL OF HONOR: FRONTLINE

**PUBLISHER:** EA

**DEVELOPER:** IN-HOUSE

**PRICE:** £39.99

**ORIGIN:** US

**PLAYERS:** 1-4

**MEMORY:** 4 BLOCKS

### ⊕ STATS

■ ACTUAL WWII EVENTS

■ EARN MEDALS FOR PERFORMANCE

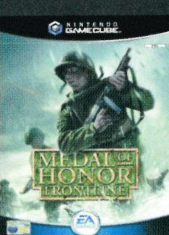
■ SHOOT NAZIS

■ 19 INVOLVING MISSIONS

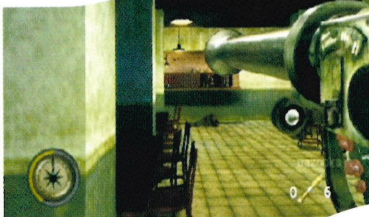
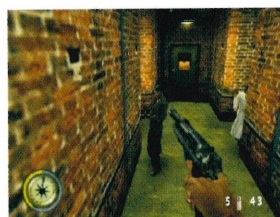
**TOTAL** **MOVIES** **PICTURES**

**OUT NOW** **TBA** **OUT NOW**

**OUT NOW** **TBA** **OUT NOW**



## Fire in the hole

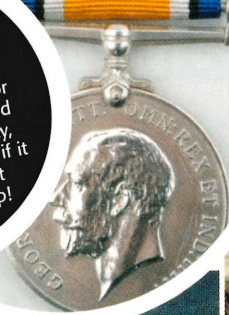


⊕ In about ten seconds most of these guys are gonna be toast. I want my mum!

## EXPLOSIVE

## ONLY THE BRAVE

Medals are awarded for performance above and beyond the call of duty, which basically means if it moves, shoot it, if it doesn't, blow it up!



⊕ Compliments to the chef for flobbering in the soup!

# MEDAL OF HO

Have you had enough, Nazi, or do you want some more?

## THE PSONE

*Medal of Honor* games garnered something of a cult following, but it wasn't until *Frontline* that the series really exploded into the consciousness of the console-playing public. Kicking off with a spectacular D-Day landing sequence straight out of *Saving Private Ryan*, the game takes you on through six historical campaigns that ultimately lead to Germany's defeat and the 'tached up Nazi leader exploring the inside of his own head with a revolver. Allegedly.

This is a game that's hard not to like. Every growing lad likes a good WWII flick and *Frontline* drops you in the thick of the action with a full compliment of period weapons to get the job done. The appeal of shooting Nazis with machine guns is great and helps to keep your mind off the fact that some of the levels aren't especially interesting. The countryside sections are particularly weak due to the totally linear one-route level design. There's little or no exploration to be done - just fight your way from A to B. This linearity is reasonably easy to disguise in tight environments such as towns and buildings.

It's a little harder to stomach, however, when impenetrable hedges provide arbitrary barriers as the game herds you down country lanes, when surely a trained soldier behind enemy lines would make an effort to stay off public highways. Luckily there aren't too many levels like this and working your way through various

installations, shooting people and blowing stuff up is deeply therapeutic in its own way.

It's easy to get frustrated since the levels, which average out at around 20-25 minutes each, don't contain any restart points. This certainly serves to crank up the tension when you're down to a sliver of health and pinned down under heavy fire, knowing one false move will mean starting over. However, there are one or two levels you'll end up spending considerably more time on than you would genuinely want to. It adds to the longevity, but at the same time you feel the balance is a bit off. Most levels you can sail through in two or three goes but now and then you'll hit a break wall.

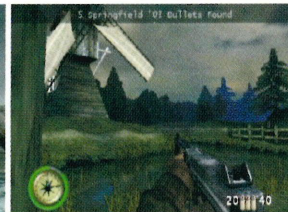
When it first launched on PS2 *Frontline* was impressive. Unfortunately, the recent arrival of *TimeSplitters 2* highlights the basic flaws of porting a game straight from another console. *Frontline*, ambitious in some of its big battle sequences, suffered from slow-sown even on the PlayStation for which it was specifically developed and optimised. As you can imagine, the problem here is compounded. In the face of little competition beyond *TimeSplitters 2*, it provides a great blast though. It would be easy to dismiss it as a PlayStation port but it's a top game in it's own right, if you're prepared to look beyond the occasionally ropery visuals.

MILES



SMOKEH

**BITE THE BULLET:** There's nothing worse than bursting into a room full of enemies only to hear that dreaded dry 'click', so take time to reload weapons after a skirmish



## TOOL TIME

### CHOOSE THE RIGHT WEAPON FOR THE JOB

At times *Frontline* manages a very good impression of a stealthy and tactical battlefield simulation, but success is often dependent on trial and error. You'll die a few times, but gradually you'll learn the enemy's positions and the best way to take them out, although this applies more to indoor levels. Larger outdoor sections, for example the docks, enable you to take out enemies at range using the sniper rifle. Move carefully and pause every few steps to scan the area through the sniper scope. This way, you should be able to mop up any bad guys before they even see you – of course you don't have this luxury when clearing buildings. At close, quarters machine guns and grenades are your friends.

# NOR: FRONTLINE

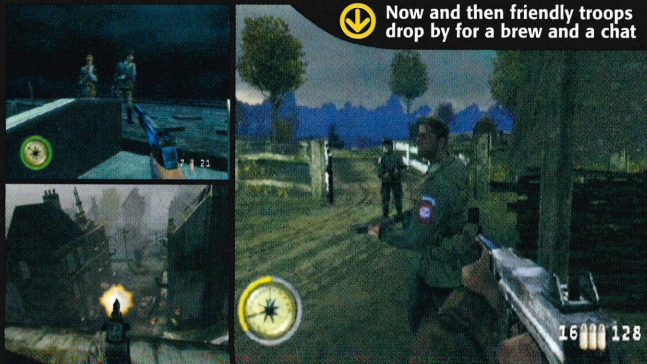
## COOL UNDER FIRE

### DON'T PANIC, MR MAINWARING!

Don't underestimate the enemy. These guys won't expose themselves by coming after you if they're dug in, so it's up to you to carry the fight. Enemies will also tend to run in zig zags when they know you're about in order to make a more difficult target, but after a

couple of attempts at each level you get a pretty good idea where and when trouble is likely to rear its head. The real pains in the neck are occasional rooftop snipers. You'll hear bullets ricocheting around you, often with no idea where they're coming from.

Now and then friendly troops drop by for a brew and a chat



## CUBE VERDICT

### MOH: FRONTLINE

JUST LIKE BEING IN EVERY WAR MOVIE YOU EVER SAW



#### VISUALS

Makes no attempt to utilise the capabilities of the Cube but the graphics do the job



#### AUDIO

Great spot effects and an excellent, evocative soundtrack keep your ears pinned back



#### GAMEPLAY

Very linear and deeply frustrating at times but you'll find yourself having one more go all the same



#### LIFESPAN

Try to earn gold medals on all the missions and the new multiplayer adds further long term appeal



#### ORIGINALITY

First person shooters aren't thin on the ground, but *Frontline* has plenty of atmosphere and style

#### ALTERNATIVE

Awesome multi-player makes this the natural successor to *GoldenEye*, and the single player mode rocks as well!

#### TIMESPLITTERS 2

Format: GameCube Reviewed: Issue 11 TGN Rating: 9.5

## 2ND OPINION

**SHOOT!** "I love the atmosphere and style of this game, but the lack of any improvement over the PS2 version (apart from the token multiplayer) is a big mistake on EA's part."

GARY

## FINAL SCORE

# 8.6

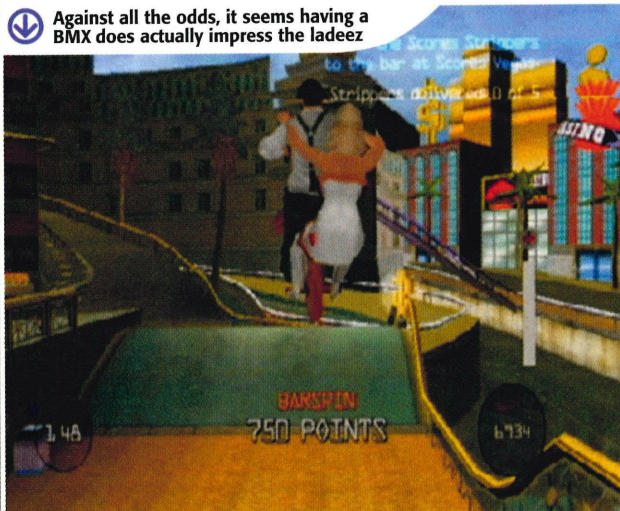
STILL A FINE GAME, BUT ITS PLAYSTATION HERITAGE MAY BE ALL TOO OBVIOUS FOR SOME





Peddalling filth

Against all the odds, it seems having a BMX does actually impress the ladeez



CUBE

INFORMATION

BMX XXX

PUBLISHER: ACCLAIM

DEVELOPER: Z-AXIS

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 57 BLOCKS

STATS

THOUSANDS OF IN-GAME TRICKS

CREATE-A-RIDER MODES

EIGHT EXPANSIVE LEVELS

TOPLESS DANCING GIRLS

TOTAL FISH MOVIES X PICTURES



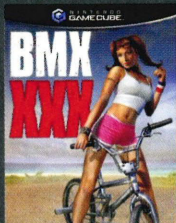
OUT NOW



TBA



OUT NOW



# BMX XXX

Sex, lies and videogames...

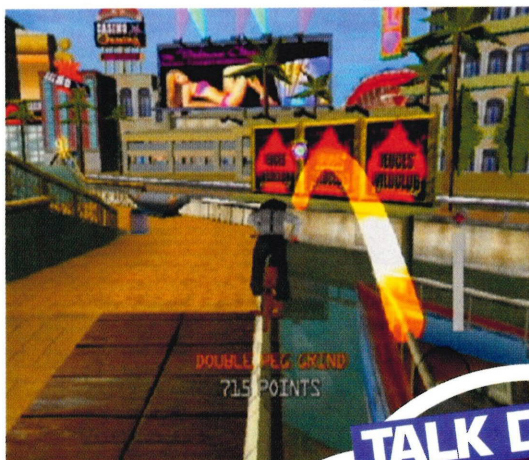
BMX XXX IS

a landmark videogame – a continuation and refinement of a tradition epitomised by Leisure Suit Larry, only this isn't a compliment. It's not that we're claiming the moral high ground as Acclaim do the opposite. After all, next to *GTA Vice City*, *BMX XXX's* strippers seem tame. No, the problem here is that Acclaim would have you believe (tits aside) that this is a quality extreme sports title. It's not. Instead, much like all the games sold on titillation not gameplay, *XXX* is a lame, tawdry and charmless affair.

Despite being based on the well-received *Dave Mirra* series and

developed by Z-Axis who coded *Aggressive In-Line*, initial impressions of *XXX* are sorely disappointing. Control of your biker is ugly. The turning circle has little gradient whilst the speed of your rider seems irritatingly fast. These let-downs are further magnified by the level design, which is far too frequently cluttered and a chore to navigate around.

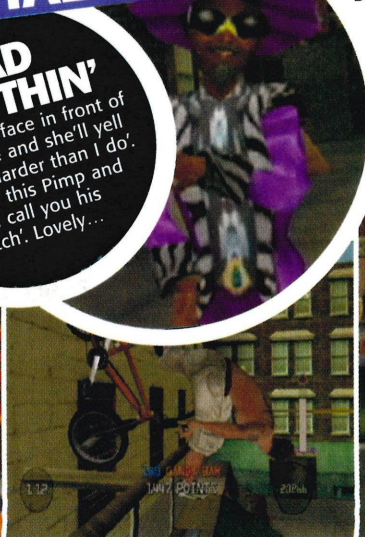
Perfectly 'complementing' these locations are ill-conceived challenges. As with *Tony Hawks 4*, *XXX* requires you talk to certain NPC's who in occasionally humorous dialogue ask you to perform various tricks. The difference from *Tony Hawk* is that successfully completing challenges in *XXX* earns you visits and



TALK DIRTY

BAD MOUTHIN'

Fall on your face in front of a prostitute and she'll yell 'you suck harder than I do'. Drive by this Pimp and he'll call you his bitch'. Lovely...



Tricks are easy enough to perform but the clumsy level design just gets in the way



**WEIRD SCIENCE:** It was inevitable that XXX would allow you to fashion your own improbably dressed easy rider and since you're wondering, yes they can go topless



⬆ 'Christ on a bike'? Well, actually it looks more like a Rabbi on a bike, already!

ultimately a VIP pass, at Scores Strip Club. So essentially the game mechanic is this; if you pull tricks then girls turn tricks.

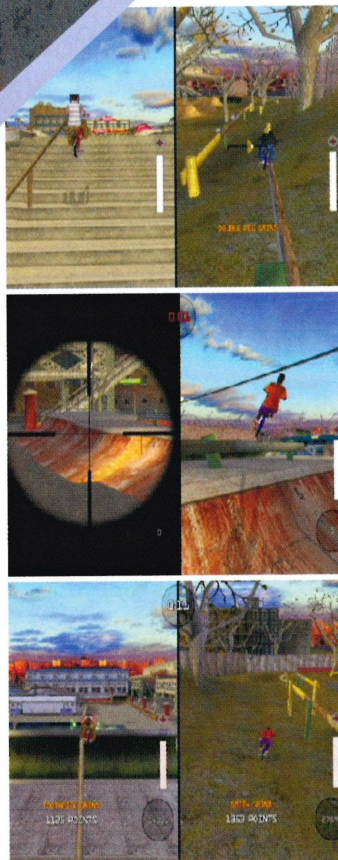
Although the challenges are somewhat familiar they're all performed in XXX's seedy and coarse style. For instance there are switches to flip and grind and also errands to run - deliver Hookers to their Pimp - and tramps to blow, ahem. Well, it's just in keeping with the humour of the game. What happens is that you get a leaf blower for your bike and you direct said hobo into the path of a train. On his confused way, he keeps mumbling 'blow me', which is kind of funny... once or twice. But this is the main problem with XXX; the challenges, funny or not, are quite

simply dire to play.

You'd have thought that with shoddy controls and a clumsy level design Z-axis would have made unlocking new levels, and of course strip shows, pretty straightforward - it hasn't. Far too often what you need to do is not obvious or, worse still, hindered by a lack of control and locations that play more like a frustrating and ill-conceived obstacle course than a bikers playground.

So... if you fancy the prospect of wrestling with a game devoid of fun just to see some low grade smut then Acclaim has the very thing for you, and obviously think that, quite frankly, you're a XXXX.

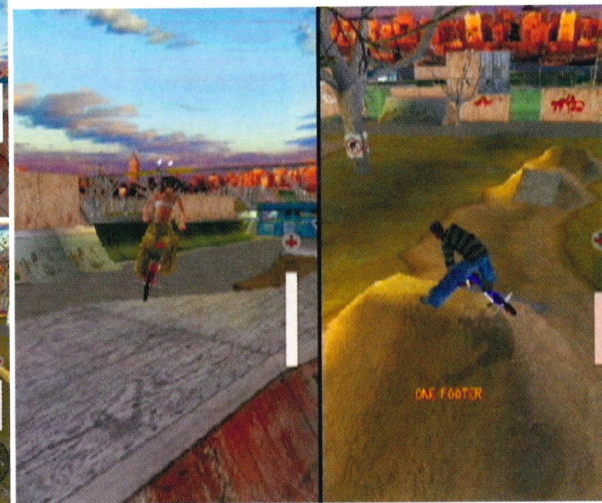
BYRON



## TWO-SOME

**SHOW ME YOURS AND I'LL SHOW YOU MINE?!**

There are three different Multiplayer games on offer in XXX. As you'd expect there's a simultaneous head-to-head challenge called Skillz. Accompanying this straightforward mode is an irritatingly unplayable Paintball mode where one player collects boomboxes, whilst the other tries to snipe them. The final mode is Strip Challenge. This is basically a game of HORSE with letters being replaced by your opponent removing an item of clothing. All these multiplayer games could have been a good laugh if it wasn't for the fact that XXX is unmitigated crap to control.



**"MUCH LIKE ALL THE GAMES SOLD ON TITILLATION NOT GAMEPLAY - XXX IS A LAME, TAWDRY, CHARMLESS AFFAIR"**

## CUBE VERDICT

## BMX XXX

➔ COULD HAVE BEEN GOOD LAUGH BUT THE GAMEPLAY SUCKS



### VISUALS

Thin and weedy graphics with all the polish and lustre of a brothel - not very nice to look at



### AUDIO

The voice acting is well-scripted and if you laugh easily at smutty jokes, then you'll find it funny



### GAMEPLAY

In a word: Rank. Any potential is spoiled by location layout and challenges that aggravate



### LIFESPAN

Yes, there's loads of stuff you could do but if you've any regard for playability you won't bother



### ORIGINALITY

Featuring strippers in videogames is quite rare but not totally new. Novelty points to Acclaim for that

### ALTERNATIVE

Another game with realistic breast dynamics although in this instance they play a supporting role to good gameplay.



### AGGRESSIVE IN-LINE

Format: GameCube

Reviewed: Issue 10

TGN Rating: 9.1

## 2ND OPINION

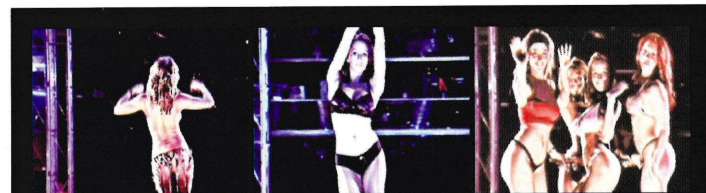
**SICK JOKE!** "Why do companies think they can get away with flogging this tosh? The only way to protest is not to buy it no matter how drunk you are! Aggressive Inline or Tony Hawk it ain't."

MILES

## FINAL SCORE

**4.5**

**IF YOU FANCY EXTREME SPORTS AND TITILLATION GET TONY HAWK'S 4 AND A PORN MAG, OR GET A GIRLFRIEND.**



## RIDING YOUR BIKE ONE-HANDED

**SO WHAT EXACTLY DO YOU GET TO SEE?**

Here it is then - XXX's biggest (and perhaps only) selling point. Having endured the gameplay, the spoils to be enjoyed are watching real life (well, FMV) strippers pneumatically gyrate and pout. The footage begins in bras and ends topless - and that's pretty much it. Whilst Daily Mail readers will no doubt be close to death with outrage when they hear about this new videogame evil, the rest of us will most likely wonder - considering that this is an age restricted game - what all the fuss is about.



## CUBE

### ➔ INFORMATION

#### JEDI KNIGHT 2: JEDI OUTCAST

**PUBLISHER:** ACTIVISION

**DEVELOPER:** LUCASARTS

**PRICE:** £39.99

**REGION:** US

**PLAYERS:** 1

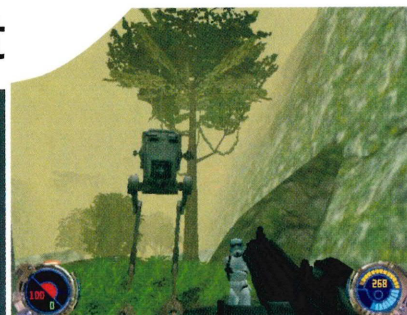
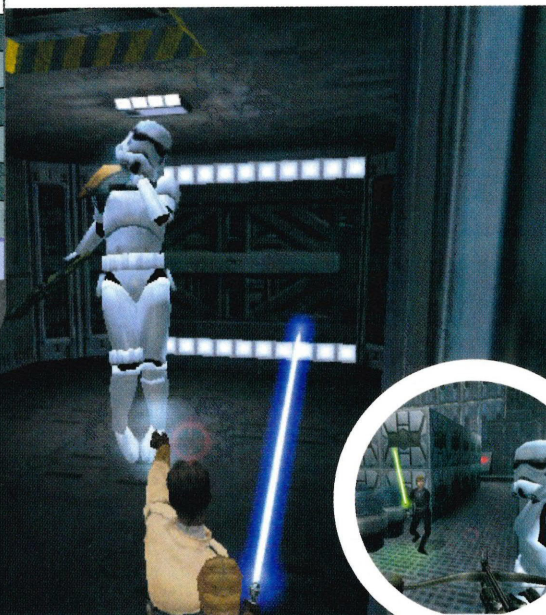
**MEMORY:** 6 BLOCKS

**TOTAL GAMES FREE** MOVIES X PICTURES ✓

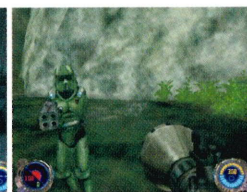
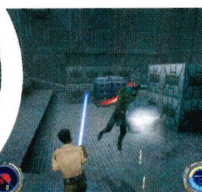
**OUT NOW** **TBA** **OUT NOW**



## Luke-warm at best



**"HOW JEDI KNIGHT II MADE IT THROUGH LUCASARTS' QUALITY CONTROL, WE WILL NEVER KNOW"**



# JEDI KNIGHT II: JEDI OUTCAST

Not all Star Wars games are decent, you know...

### SEEING AS

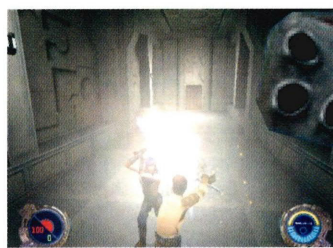
*Star Wars: Rogue Leader* has managed to stick it out in the top three best-selling GameCube titles since the console's launch, you kind of get the impression that it's quite a good game... which it is. Of course, the other side of the coin could be that the game only sold as well as it did because it was a *Star Wars* title – after all, it's an established franchise that always manages to attract punters. If that's the case, let's hope people don't fall for *Jedi Knight II* in the same way...

Quite simply, *Jedi Knight II* on the GameCube is a straight PC port... and not a very good one at that. Everything about the game screams 'low-end PC', from the rather bland textures and character models to the startlingly rough framerate – how it managed to make it through

LucasArts' quality control, we'll never know. While this might have been vaguely acceptable on the PC due to the variety of specs, it just doesn't cut it on the GameCube simply because we know what the machine is capable of... just look at *Metroid Prime*. Even worse, the game itself is as run-of-the-mill as it gets. Press button, open door, kill enemies – aside from the odd puzzle which will test wits, but more often patience because it's so frustrating and so darn boring.

Don't be fooled just because the game boasts a lightsabre and a stack of Jedi powers; as far as FPS games go, this is severely lacking. If you're after a film licensed FPS, pick up *Die Hard: Vendetta*... it might not be the best game ever, but at least it's twice as playable as this one.

**WARREN**



## CUBE VERDICT

### JEDI KNIGHT 2: JEDI OUTCAST

➔ LESS OF A KNIGHT, MORE OF A TOWN DAF



#### VISUALS

Diabolical. Whoever thought a shoddy PC port would look good on a GC needs a slap



#### AUDIO

The voice acting is alright, but comes across as some kind of soap opera



#### GAMEPLAY

Could this be any more average? It's very hard to imagine how



#### LIFESPAN

It's hard to see anyone getting past the first few levels before getting a refund



#### ORIGINALITY

*Dark Forces* and *Dark Forces 2* did it all before... but at least there's a lightsabre

#### FINAL SCORE

# 4.7

**IF WE EVER HAVE TO PLAY THIS GAME AGAIN, IT'LL BE TOO SOON. REALLY, REALLY DISAPPOINTING**



Sick! Sick! Sick!

CUBE

INFORMATION

PRO RALLY

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

PRICE: £39.99

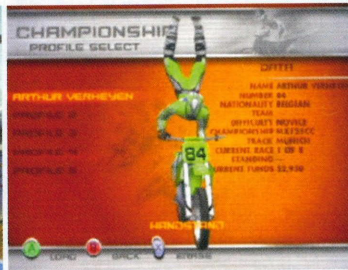
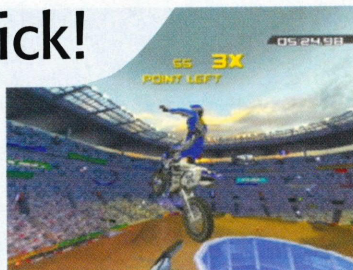

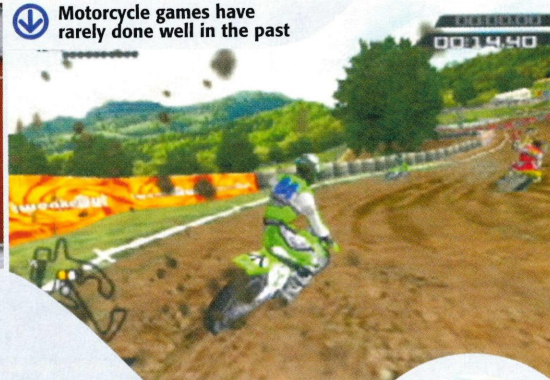
ORIGIN: FRANCE

PLAYERS: 1-2

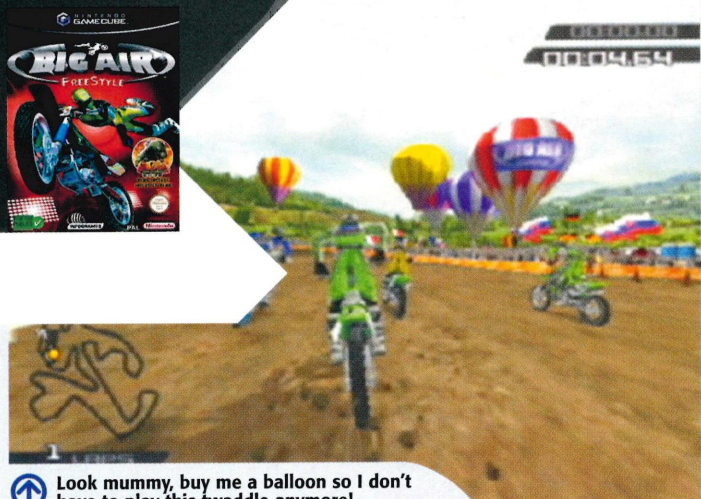
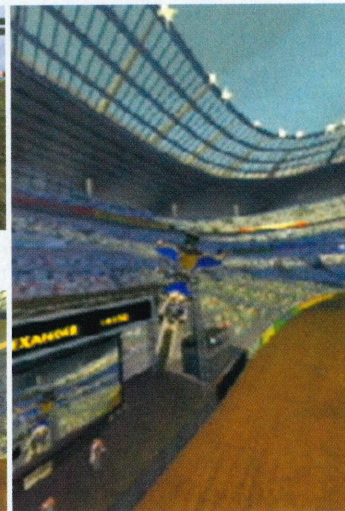
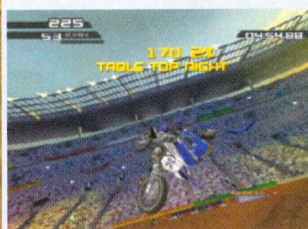
MEMORY: 3 BLOCKS

TOTAL GAMES FROM MOVIES PICTURES

OUT NOW TBA TBA


 Motorcycle games have rarely done well in the past


# BIG AIR FREESTYLE


 All the thrills and spills and blah blah blah

 Look mummy, buy me a balloon so I don't have to play this twaddle anymore!

A game we'd really like to throttle...

**BIG AIR** Freestyle is absolutely typical of the many Motocross titles currently idling (unsold) in shops across the country. It's got a snotty punk soundtrack, race and trick modes, multiplayer options, unlockable extras and loads of 'sick' tricks to pull. These however are the plus points that it shares with its dirt track counterparts.

The drawbacks begin, as in *MX Superfly*, with *Freestyle*'s moon-like physics that rob airborne tricks of their thrill. Worse still, and much like *Jeremy McGrath*, there's little feeling of contact with the surface you're riding on.

*Freestyle* does look graphically superior to both these titles (but not as good as EA's *Freekstyle*) yet the only novelty element it has over

these titles is the ability to alter your bike's set up. Frankly this is a minor addition that doesn't make up for oversights such as invisible walls, unintuitive controls, an overgenerous landing ability and an overall sensation of direness that'll make anyone who's familiar with extreme sports games, find playing this one just dull.

It saddens us to say that extreme sports games are becoming much like platform games of the early Nineties. For every classic there's a glut of weak and ineffectual imitators whose release was solely an exercise in gleaning revenue from the popularity of the genre. Disappointingly, *Big Air freestyle* is one of these.

BYRON

**"EXTREME SPORTS GAMES ARE BECOMING MUCH LIKE PLATFORM GAMES OF THE EARLY NINETIES"**

## CUBE VERDICT

### BIG AIR FREESTYLE

 WE'RE SO EXTREME. REALLY WE, DOH GO ON!


#### VISUALS

Inoffensive and dull. There's nothing to make you look twice



#### AUDIO

A pop punk and sports metal aural slurry of noise



#### GAMEPLAY

Makes you think 'do I have to play this game?'



#### LIFESPAN

Potentially there's hours but literally there's just minutes of 'fun'



#### ORIGINALITY

No sniff, inkling or hint of innovation, whatsoever

#### FINAL SCORE

# 4.2

AN UNREMARKABLE AND LISTLESS ATTEMPT AT PARTING GAMERS FROM THEIR CASH. TO BE AVOIDED



## CUBE

### INFORMATION

NHL 2003

PUBLISHER: EA

DEVELOPER: EA CANADA

PRICE: £39.99

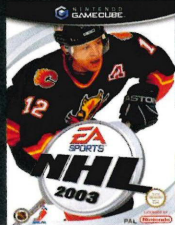
ORIGIN: CANADA

PLAYERS: 1-4

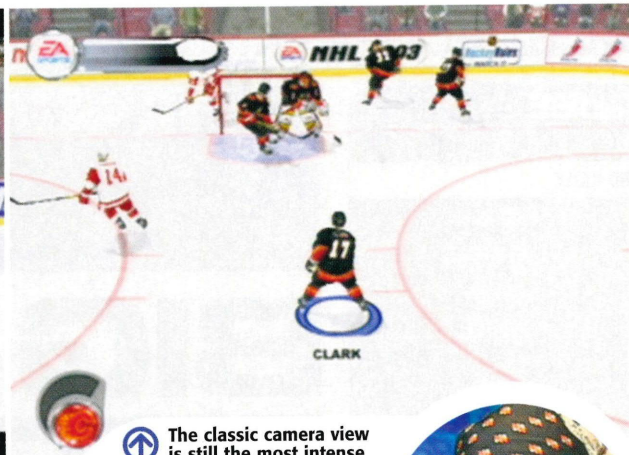
MEMORY: 30 BLOCKS

TOTAL GAMES FROM MOVIES X PICTURES

OUT NOW TBA OUT NOW



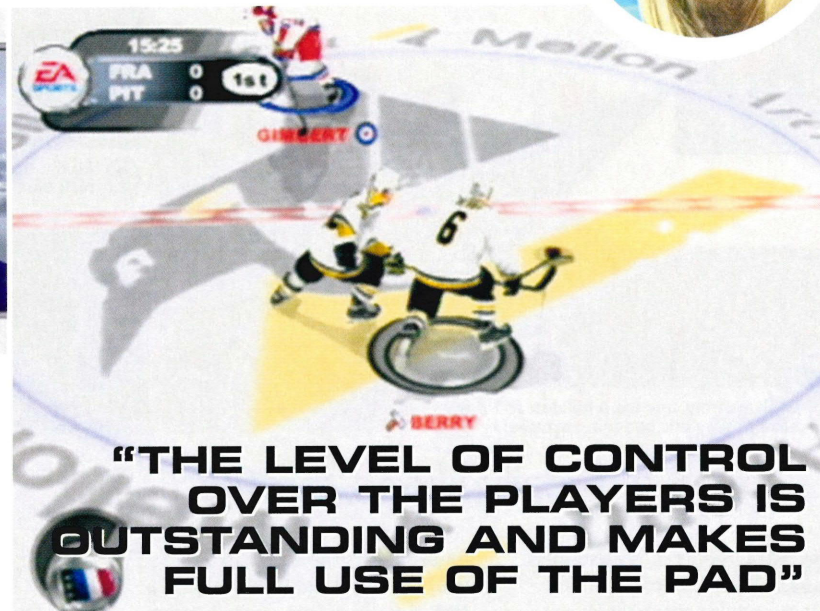
Scoring gets you an up-close replay of the action



The classic camera view is still the most intense

Ice to see you

# NHL 2003



"THE LEVEL OF CONTROL OVER THE PLAYERS IS OUTSTANDING AND MAKES FULL USE OF THE PAD"

## Are all Canadian men lumberjacks with big sticks and no teeth?

### ANYBODY

who remembers EA's NHL games on the Megadrive will have fond memories of all-night sessions and tournaments with their friends. However, what was very much an arcade-style game back then evolved over the years into more of a 'simulation' and as a result, some of the fun went out of it. However, with this iteration of the series taking more than a few tips from the 2002 release, fast-paced action and lightning fast reactions are the order of the day.

The level of control you have over the players is outstanding and makes full use of the pad. You can fake shots, make passes and control the power very easily. It's all perfectly intuitive so you'll be playing like a pro in no time, giving it a solid feel from the word go.

As for the presentation, it's typical EA fare – very professional looking and minimal with everything laid out clearly, and all perfectly complimented by the excellent in-game graphics. With convincing animation, the chunky character models all look great. The only downside to the visual experience is the terrible crowd – but the game is so fast your eye is on the puck at all times so you won't notice it too much unless you're into watching replays a lot. There are also loads of extra features to play around with such as a novel create-a-player mode and a look at the making of the game. However, if you've played the 2002 edition then there really isn't enough new stuff here to justify a purchase.

GARY

## CUBE VERDICT

## NHL 2003

FAST ACTION AND ADDICTIVE GAMEPLAY. IT'S A WINNER.

### FINAL SCORE

# 8.4

THIS IS A MUST FOR ICE-HOCKEY FANS AND ANYBODY LOOKING FOR A QUALITY MULTIPLAYER GAME.



**VISUALS**  
Smooth, chunky characters with no slowdown. Terrible crowd, though.



**AUDIO**  
Awful licensed music and Americanised commentary give the right atmosphere.



**GAMEPLAY**  
The controls are spot-on with enough accessibility to get you started.



**LIFESPAN**  
There are tons of gameplay modes and even a full franchise to play through!



**ORIGINALITY**  
Well, no sports games are ever truly original, are they?



CUBE

INFORMATION

TIGER WOODS PGA TOUR 2003

PUBLISHER: EA

DEVELOPER: IN-HOUSE

PRICE: £39.99

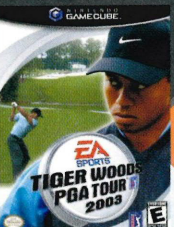
REGION: US

PLAYERS: 1-2

MEMORY: 3 BLOCKS

TOTAL FREE MOVIES PICTURES

OUT NOW TBA OUT NOW

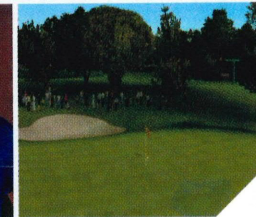
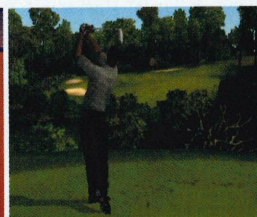
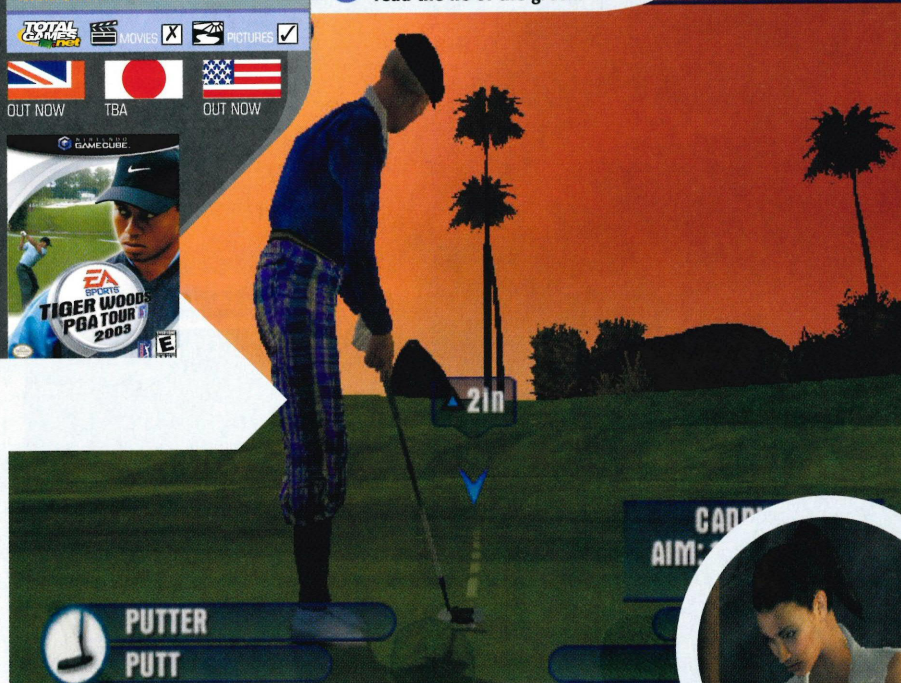


You won't see the Woods for the tees

# TIGER WOODS PGA TOUR 2003

You have to rely on your caddy to read the lie of the greens

\$4500



Any shot you're proud of can be saved for gloating over later.



## I'm Tiger Woods... no really!

IT'S RARE

that a game lives up to the billing of its sports star license, but EA's latest *Tiger Woods* title does just that. Put simply *PGA Tour 2003* is, in golfing terms, mere inches short of a hole in one, containing almost everything you could want from a golf sim.

As in many recent golf games, the analogue sticks are used to control the backswing and follow-through of the club. This technique emulates the 'feel' of golf and works an absolute treat – it's instantly accessible while allowing for a deep level of control and deftness. Further control is offered by the ability to place spin on the ball mid-flight, correcting any misjudgements prior to teeing off or approaching the green, but using it effectively takes experience.

This neat control setup would of course be irrelevant if the courses

were dull and the options few. Well fret not. *Tiger* boasts a wealth of courses and staggering number of scenarios, challenges and rewards.

There's a series of pro tournaments, challenges are varied such as score a hole in one, eagle every par five in the game or hit a drive over 350 yards – and everything you do out on the course is rewarded. Not just with a sense of satisfaction, but also a fat wad of hard cash.

The money you earn unlocks extras, improves your stats and buys new equipment. All of which is an incentive to keep playing and playing and... well, you get the idea.

So, apart from the oversight of not including 3D greens, leaving putting a little to guesswork, *Tiger Woods 2003* really is one of the best golf sims ever made.

BYRON

## "EVERYTHING YOU DO ON THE COURSE IS REWARDED"

### CUBE VERDICT

#### TIGER WOODS PGA TOUR '03

IF YOU'VE A PASSING INTEREST IN GOLF THEN GET THIS.



#### VISUALS

Pleasant and verdant settings complemented by excellent player animation.



#### AUDIO

Nice spot effects, but the yank squeals of 'get in the hole' annoy.



#### GAMEPLAY

Precise, well paced, rewarding and sublimely playable.



#### LIFESPAN

Two player head to heads could keep you coming back for months.



#### ORIGINALITY

There's nothing strikingly new but what's here is expertly done.

#### FINAL SCORE

# 9-0

MUCH LIKE TIGER WOODS HIMSELF THIS GAME IS A COMPLETE PACKAGE – PROFESSIONAL AND ENTERTAINING.



The bigger they are, the more damage they do!

# KNOCKOUT KINGS 2003

CUBE

➤ INFORMATION

KNOCKOUT KINGS 2003

PUBLISHER: EA

DEVELOPER: IN-HOUSE

PRICE: £39.99

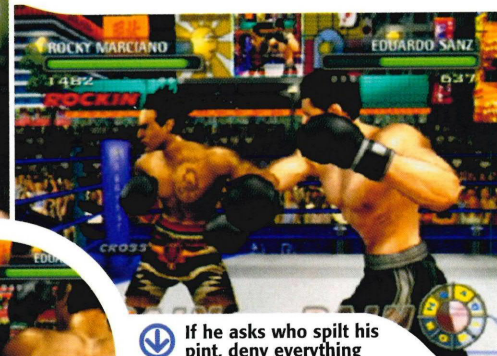
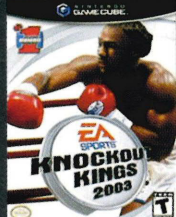
ORIGIN: US

PLAYERS: 1-2

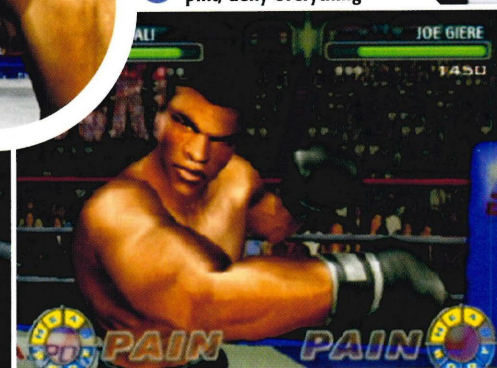
MEMORY: 3 BLOCKS

TOTAL EASY MOVIES X PICTURES ✓

OUT NOW TBA OUT NOW



➤ If he asks who spilt his pint, deny everything



Beat up on history's greatest fighters

## BOXING GAMES

are an underrated genre. Although the fighting is never as spectacular as the scraps that take place in titles like *Street Fighter*, the focus on tactics such as blocking and faking make them a lot more tense and 'gritty'. With two experienced players facing off against each other, *Knockout Kings* has a certain grace and requires an expertise you wouldn't perhaps expect from a game that involves bashing someone into next week, more like a ballet of counters and hooks. The basic boxing engine is sorted, allowing for players to dodge on the spot or move realistically around the ring to open up their opponents' defence. The rest of the game hinges on the wealth of options available. As expected with an EA title, there's plenty to do before stepping into the ring including Create-a-Player mode, the obvious

tournaments and play-offs – and even a special 'slugfest', where there are no judges or rules; just you, the other player and the ring. This is a great way to build up attribute points for your boxer. This being pretty much the only licensed boxing sim around (*Rocky* is more of an arcade game), it's nice to see EA not being complacent, and presenting a quality title. However, there are a few things that would be nice to see in the inevitable update – namely implementation of the C-stick for such tasks as dodging and weaving, the opportunity to change the stance of your boxer and with it, tactics. As it is though, the wisely balanced sim and arcade elements are combined with fantastic presentation to make for a very slick package that boxing fans will enjoy.

GARY

"IT HAS A GRACE YOU WOULDN'T EXPECT FROM A GAME THAT INVOLVES BASHING SOMEONE"

## CUBE VERDICT

### KNOCKOUT KINGS 2003

➤ GORGEOUS, HIGHLY ADDICTIVE AND IMPRESSIVE BOXING.



#### VISUALS

Wonderful character models that grunt and bruise throughout the fights.



#### AUDIO

The roar of the crowd gets you pumping, but the soundtrack is awfully MTV.



#### GAMEPLAY

Once mastered, there is a lot of depth, challenges and options available.



#### LIFESPAN

Modes aplenty and the multiplayer should keep boxing fiends happy for a while.



#### ORIGINALITY

It's a boxing simulation that focuses more on the mechanics of the sport than *Rocky*.

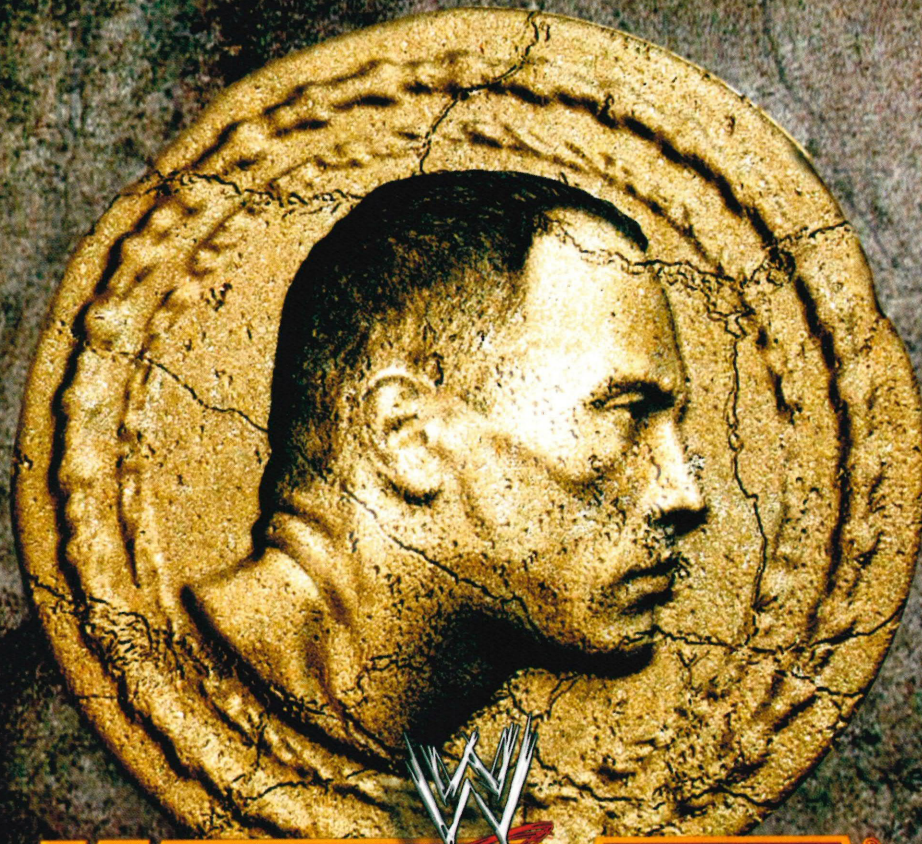
#### FINAL SCORE

7.9

A STRIKING BOXING SIM THAT CAPTURES THE FEEL PERFECTLY, BUT WILL BE A LITTLE SLOW FOR SOME.



# SHOWCASE OF THE IMMORTALS



**WRESTLEMANIA**  
**X8**

## THE LEGACY CONTINUES



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[www.thq.co.uk/wwe](http://www.thq.co.uk/wwe)





## Vodka Martinis all round!

**ROGERED!**

**GIMME  
SOME  
MOORE**

Padding around in a tux at a party we've infiltrated, and who should we stumble upon but Roger Moore! Um... allegedly

NEW OBJECTIVE  
Photograph the Jetpack Prototype

5:30  
Single

To the end of the earth  
and beyond for Britain

CUBE

INFORMATION

NIGHTFIRE

PUBLISHER: EA

DEVELOPER: EUROCOM

PRICE: £39.99

ORIGIN: USA

PLAYERS: 1-4

MEMORY: 2 BLOCKS

STATS

■ UP TO FOUR PLAYERS

■ GUNS, GIRLS AND GADGETS

■ FIRST AND THIRD-PERSON MODES

■ MULTIPLAYER

ESRB RATED M FOR MATURE  
MPAA R RATED FOR LANGUAGE, DRUG USE, AND SOME SMOKING  
PICTURES

OUT NOW TBA OUT NOW



You never get a chance to enjoy the exotic locations. Damn those pesky henchmen!

# NIGHTFIRE

The things we do for England

**THE LOCATIONS** and events of *NightFire* aren't based on *Die Another Day*, but are nevertheless endorsed by MGM. They were in fact penned by Electronic Arts themselves. Much like the movies, *NightFire* sees 007 scuppering the plans of a super villain with the aid of assorted guns and gadgets, a well-delivered quip and a penchant for bedding improbably named ladies.

In EA's previous Bond game *Agent Under Fire* there were decent driving and on-

rails sections, yet it sorely disappointed as an FPS. Whilst *NightFire* contains many similar vehicle sections (the driving was handled by the Need for Speed Team), there's also a massive improvement in the *GoldenEye*-style gameplay.

Inevitable comparisons aside, few other games can lay claim to such a wealth of neat toys and vehicles, not forgetting of course that slick Bond atmosphere of cool and wiry stealth. With all these elements *NightFire* really had the potential to be a brilliant game. But is it? Well yes and, unfortunately, no. On the positive side it's a very polished





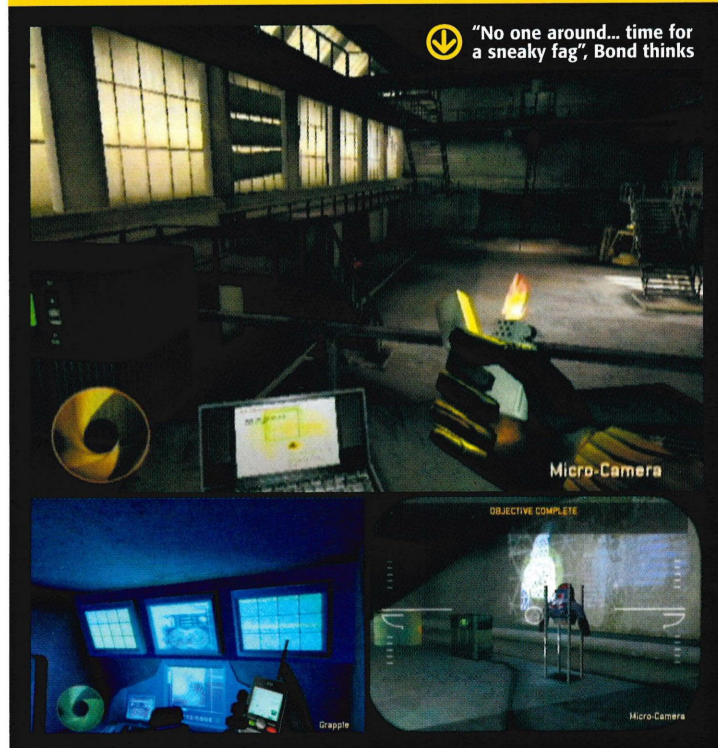
## INSPECT A GADGET

PAY ATTENTION, 007...

Just as in the movies, Bond's gadgets seem spookily suited for situations in which our hero finds himself.

In fact when was the last time Bond was given a gadget by Q that didn't turn out to be 'just the thing' in an otherwise sticky situation? Although there are multiple routes through some locations, without checking the functions of your gadgets, you won't be able to complete all your objectives. For example, in some areas you'll need to get reconnaissance info using your camera, then you'll have to master the grappling hook which enables you to clamber into air vents and on to your next assignment.

If only operating the gadgets were a little more involving than just a simple button press they'd be a more satisfying addition to the gameplay.



product that really nails down the atmosphere of the films. However, though playing doesn't reveal many faults, it lacks finesse and falls short of greatness.

Although far from shoddy, there are elements that just aren't as good as they could have been. All the FPS, vehicular and on-rails sections are good fun, they just don't quite hit the mark.

Because of the multi-genre approach, *NightFire* doesn't manage to deliver great examples of any of the game-styles it tackles. With most scenarios there's a trial and error aspect to learning each level in order to complete it, yet all the same it's enjoyable, looks great and contains huge variety. From gunning around in a plane,

driving underwater and firing a shotgun in a crowded room, *NightFire* continually serves up new settings in which to do your stuff. This compensates somewhat for not excelling in any of the gameplay genres it incorporates.

So, is EA's Bond as good as its word? Well, the truth is everything about this game sounds better on paper. The locations, range of vehicles and even the zero gravity final show down all fall short of their billing. However, if you're after a multi-genre action game then currently at least – nobody does it better. But then again, considering its rivals *Clone Wars* and *Agent Under Fire*, that's not actually saying too much.

BYRON

**SMOOTH OPERATOR:** Scattered around many of the levels are Bond moves you can perform to your advantage. Here he traverses a gap by sliding down a zip wire

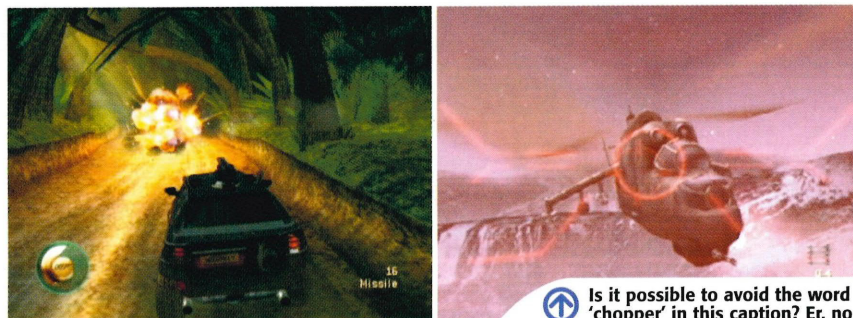


## PLANES, TRAINS AND AUTOMOBILES

HOME JAMES...

There are about as many vehicular levels in *NightFire* as there are FPS sections. But it's not just tearing around in a rocket and machine-gun laden Aston Martin that you'll need to get the hang of – there are loads of other vehicles to master too. In one scenario, you might be straddling a snow-scooper whilst in the next you're handling a 4X4, or perhaps manning the guns of a light aircraft. One of our favourites though has to be the underwater car complete with camera guided missiles that need to be piloted manually into their target.

Whilst the driving and on-rails sections are of much the same quality as the FPS modes (decent but not wonderful), the variety they bring to *NightFire* make it a game well worth renting.



**"DOESN'T MANAGE TO DELIVER GREAT EXAMPLES OF ANY OF THE GAME-STYLES IT TACKLES"**

## CUBE VERDICT

## NIGHTFIRE

LOOKS OK AND PLAYS WELL, BUT ALL THAT GLITTERS...



### VISUALS

Overall graphically crisp, diverse and generally pleasant to look at. Some areas could be better lit



### AUDIO

Good use of a typically 'Bond-esque' score along with reasonable voice-acting and sound effects.



### GAMEPLAY

Nothing particularly stands out as sublime, but there is a lot of variety.



### LIFESPAN

There are the obligatory multiplayer modes, but they've got nothing on *TimeSplitters 2*.



### ORIGINALITY

Since multi-genre games have been around from the Eighties, you won't find anything novel here.

### ALTERNATIVE

Another title that's reviving the popularity of the multi-genre approach. Could be good, but it's not out until spring next year.

### HAVEN

Format: GameCube Reviewed: Issue N/A TCN Rating: N/A



## 2ND OPINION

**SHAKEN!** "I'm a big fan of Bond, and although a little tatty around the edges, this captures the spirit of the films fairly well. Far from perfect but packed with variety and challenge."

GARY

## FINAL SCORE

# 7.9

AN ENJOYABLE GAME BUT MISSES THE MIDAS TOUCH THAT WOULD HAVE MADE IT 'DOUBLE-O' HEAVEN.





## CUBE

### INFORMATION

**HARRY POTTER &  
THE CHAMBER OF SECRETS**

**PUBLISHER:** EA

**DEVELOPER:** EUROCOM

**PRICE:** £39.99

**ORIGIN:** EUROPE

**PLAYERS:** 1

**MEMORY:** 4 BLOCKS

### STATS

■ EIGHT TYPES OF MAGIC

■ STEPHEN FRY NARRATING

■ TRADE BERTIE BOTT'S BEANS

■ EAT CHOCOLATE FROGS

TOTAL MOVIES PICTURES

OUT NOW TBA OUT NOW



Flipendo makes its way to Nintendo!

# HARRY POTTER AND THE CHAMBER OF SECRETS

It's got it all – the looks, the licence, the spectacles...

**HAVE YOU** ever read any of the *Harry Potter* books, or even watched either of the movies? It's magical, right? Well, *Harry Potter and the Chamber of Secrets* initially starts off in the same way – certainly all the characters are in there, complete with authentic vocal representations of the actors from the movies. Even the music is straight out of the films and its inclusion heightens the atmosphere considerably.

However, while things start promisingly, it soon becomes apparent just how dull this actually is. Each and every task is spoon-fed to you and while early objectives suggest that things will

open up to something much more substantial later on, it never actually happens. One such example of this linearity is the way that Harry can sneak along walls and peer round corners. Nothing wrong with that you may think, indeed such a thing should enhance the gameplay. However, the feature is only available in areas that the developers has deemed it necessary. While many sections would benefit from such a thing, it simply isn't available all the time. Similarly, rocky clearings in the external levels feature small holes that access new areas but, though they all look identical, only certain ones can you actually enter. It may sound picky, but the

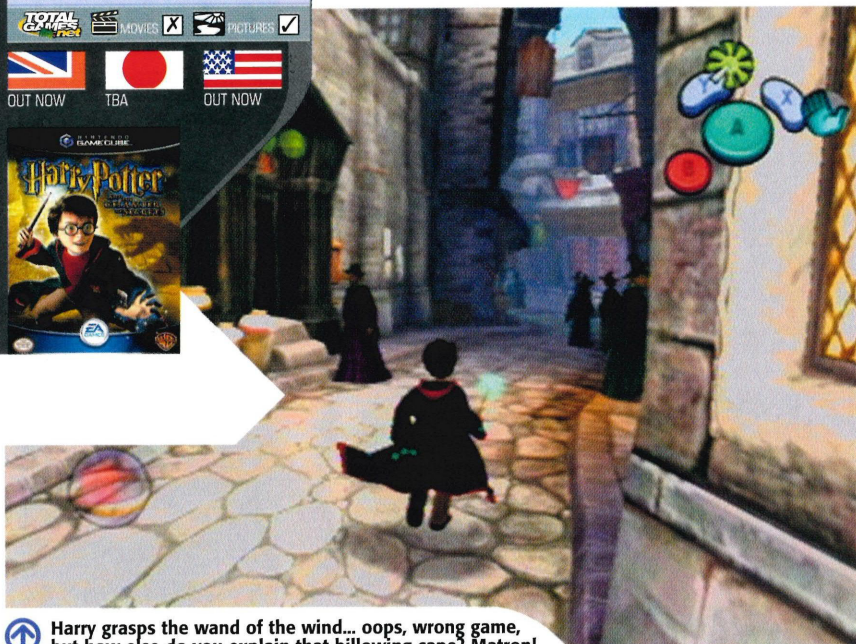
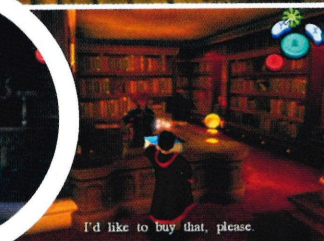
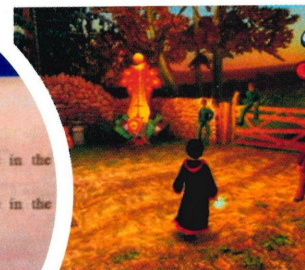
## GET BUSY!

### TASKS

The tasks you're required to perform are fairly straightforward and not especially exciting but the game constantly pushes you in the right direction so at least you won't find yourself getting stuck

### TO DO

...some objects.  
...Fred and George in the  
...Washing Machine in the  
...the Garden.  
...Day



Harry grasps the wand of the wind... oops, wrong game, but how else do you explain that billowing cape? Matron!



**HAVE YOU GONE BERTIE?:** Trade Bertie Bott's Every Flavour Beans for useful items at Fred and George's shop. If only life were really so simple!



Examine chests to discover all manner of goodies

**"FANS WILL NO DOUBT REVEL IN THE NUMBER OF REFERENCES TO THE BOOKS AND MOVIES"**

## FLIPENDO LINK-UP

GOT A GAMECUBE? GOT A GAME BOY ADVANCE? THEN READ ON...

As with so many GameCube and Game Boy Advance games these days, *Harry Potter and The Chamber Of Secrets* offers extra content when both consoles are linked together. Using just the GC version of the game, it's possible to download a mini puzzle-game into the GBA that features the graphics from the full GBA *Harry Potter* game. However, if you're lucky enough to own both versions, you can link them together and open up secret levels in both games. The extra level on the GBA version is actually available from the outset, but you'll need to complete all the GBA bean challenges (including the one in the extra level) to earn the secret area in the GameCube game.



# TTTTER F SECRETS

truth is that progress is so structured the player doesn't really get to make any decisions at all.

It's not all bad though. The combat system has been 'borrowed' from *Ocarina of Time* and uses a shoulder button to lock onto targets, as well as a button-assignment system that displays your chosen settings at the top right-hand side of the screen. Even the jumping has been lifted directly from Nintendo's classic title.

As you'd expect, though, none of these elements work anywhere near as well as they did in *Zelda*. For starters, general movement feels decidedly more sluggish than it should – moving from a stationary position feels a little like trekking through treacle and this can be annoying during boss

fight or in sections where a certain level of precision is required. Locking on to the enemies can be frustrating too, as the attacks have a tendency to come from behind, whilst the camera is close-in and targeting something ahead.

Despite many flaws however, *Harry Potter* and the *Chamber of Secrets* does have a few redeeming features. Fans will no doubt revel in the number of references to the books and movies and the atmosphere is nothing short of magical. At the end of the day though, the intelligent imagery used in the novels gave them a universal appeal, whereas the relative simplicity of the videogame would suggest that the target audience is far narrower.

KEITH

## TURN UP TRUMPS

INCREASE VITALITY BY FILLING YOUR FOLIO MAGI

Hidden throughout the game are collectable cards of Famous Witches and Wizards. Many of these can be found in treasure chests dotted sparingly around the locations, while others can be earned by completing tasks and mini-games. Each time you collect a card, it gets entered in your Folio Magi where it can be viewed at any time. The more cards you collect, the more your vitality increases, until you've collected all 111 available. However, while these cards are initially easy to locate and earn, you'll need to trade with other Hogwarts students if you're to find the rare ones further into the game. This is achieved simply by approaching the other students in the corridors.



## CUBE VERDICT

### HARRY POTTER & TCOS

NOT THE MOST IN-DEPTH GAME EVER FOUND BUT ACCURATE



#### VISUALS

Detailed and colourful – just like the movies there's plenty to see and it's certainly very magical



#### AUDIO

A superb orchestral score is backed-up by solid voice acting and authentic characterisation



#### GAMEPLAY

Way too simple for experienced gamers, but younger players should enjoy being Harry Potter



#### LIFESPAN

Though it's not a huge game there are loads of items to locate and collect



#### ORIGINALITY

Some gameplay elements are taken from *Zelda*, though they're not implemented as well here

#### ALTERNATIVE

*StarFox Adventures* utilises many gameplay elements that Nintendo developed, however it's far more polished than *Harry Potter*.

#### STAR FOX ADVENTURES

Format: GameCube Reviewed: Issue 12 TGN Rating: 9.4

## 2ND OPINION

**DAMN KIDS!** "Despite being linear, there is variety in what you get up to. Ultimately, this makes it okay but not great – a game for kids really."

BYRON

## FINAL SCORE

# 7.0

**HARDLY AS INVENTIVE AS THE BOOKS OR MOVIES, BUT FUN FOR A SHORT WHILE NONETHELESS**



# VICTORY OR EARTH is TOAST!



Get into  
**B.K.M.**

and taunt the evil aliens.

Text in SO UGLY to

**07797 805101**

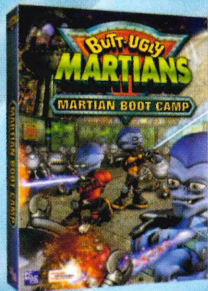
for your chance to win Playstation® 2, Nintendo GameCube™ or Game Boy Advance™ consoles, thousands of ringtones or logos, copies of the games or loads of merchandise!

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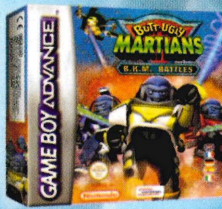
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Also available



Also available



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game to your GCN  
But-Ugly Martians™  
game via the Game  
Link cable™.



- Experience action-combat racing featuring unique hovering spacecraft!
- 9 different tracks plus hidden tracks and bonuses!
- Taunt other racers to make them lose speed, with a new style for each of the 7 characters
- Use power ups like homing missiles to make opponents lose control
- 2 player capability to challenge your friends!



PlayStation.2

GAME BOY ADVANCE™





# CUBE

ISSUE FOURTEEN

Take part in the world's  
biggest GameCube magazine!



YOUR LETTERS

## VIEWPOINT

**90** If there's something you want to rap with the **CUBE** boys about, or you just want to share your thoughts with the world, here's the place to do it.



### FORUM FRENZY

**92** There's no place like our forums for Nintendo discussion. Check out the pick of this month's debate.

### READER REVIEWS

**93** Read a review you didn't agree with? Send in your own and you could win a JOYTECH Memory Card.

## CHEATING MONKEYS

**96** They're hairy, they're lairy, they're a little bit scary! The monkeys have toiled long and hard all month to bring you another selection of simeon-tinged tips n' cheats.



## BEAT THE TEAM

**94** You want a piece of us? We do this for a living, sunshine! If you still think you've got what it takes to beat the **CUBE** team at their own game, come get some!

## ADVANCE

**108** This month's big games on the small screen. As usual we've sorted the wheat from the chaff with *Metroid Fusion* and *Harry Potter* the pick of the releases.

## RACING WHEEL

**112** **CUBE** went off to the races this month. Fast cars and a lovely little offering from JOYTECH. Racing fans, this is the wheel you've been waiting your whole life for.

## DIRECTORY

**116** The buyer's bible. A complete listing of every game reviewed in **CUBE** complete with score. Don't hand over your cash just cos the box looks nice, eh.

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SOLUTIONS

## TONY HAWK'S PRO SKATER 4

**98** So how exactly do you get to the Pro Skater Challenges, and once you're there, what then? Hidden within these pages is everything you need to know...



**BEAT THE TEAM**  
Take on the **CUBE** posse on their home turf?

**94**

**SUBS & BACK ISSUES**  
A few holes in your **CUBE** collection? Plug 'em here, and save money!  
**124 & 126**



# CUBE

ISSUE FOURTEEN

## VIEWPOINT

**GOT SOMETHING TO SAY? SAY IT HERE. WE MIGHT HELP, WE MIGHT LAUGH IN YOUR FACE, BUT AT LEAST WE'LL LISTEN**

This month we've been mostly... talking TV, looking at (Wave) Birds, writing about imports and receiving the odd bit of praise...

### GET IN TOUCH

What with fancy technology and that, we're easier to get hold of than a dead badger. A dead badger that wants a piece of you!



#### EMAIL

To be sure they land in the right place, aim your emails at [CUBE@paragon.co.uk](mailto:CUBE@paragon.co.uk)



#### LETTER

CUBE Magazine, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS



#### SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.



#### PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209342



#### FAX

Or you can send your letter to us by fax on 01202 299955.

RIGHT ON!

### HONESTY IS THE BEST POLICY

Dear CUBE,  
Just wanted to let you know that I think you're doing a grand job. I've been trying out various Nintendo mags since I got my GameCube, and I'm definitely sticking with yours. What really made my mind up was your honesty. You don't try and pretend the Cube is going to outsell the PS2 (highly unlikely, and anyway, does it matter?). You don't indulge in the childish practise of slagging off the opposition; I'm sure there are others like myself who also own a PS2 and/or Xbox, and there's nothing more annoying than that kind of stupidity. You don't mind criticising Nintendo when they mess up – like the lack of a price cut, the only half-decent Christmas line up and losing Rare. Others treat the big N like Gods who can do no wrong, but although you think they're great, you can admit they've made the odd mistake. I for one, really appreciate this uniquely honest approach, and won't be looking anywhere else for my monthly dose of GameCube news and reviews. Well done guys 'n' gals.

MATTHEW SMART, VIA EMAIL

CUBE: Well thanks for the positive comments – they pretty much sum up how we try to write CUBE. As for your point about not slating the opposition, to be honest all the CUBE team members own more than one console (some of us own all the next gen consoles, cos we're that 'ard), because we're all into good videogames no matter what the format. Since the days of the NES and SNES we've always had a soft spot for Nintendo developed titles and consoles but nonetheless we'll always say it as we see it.

### IT'S ONLY A GAMESHOW

I would just like to ask one question: why isn't there any mainstream video games programming?

Gaming now brings in more money than both film and music world-wide yet no one has seen fit to make a decent gaming program with industry insiders that actually know what they're talking about. It's an exciting time for the games industry and a mainstream television slot would thump home the values of gaming to every

person across Britain. Many people still don't really know the power of games and how they've evolved since the SNES and Megadrive days.

I'm not asking for a multi-million pound TV extravaganza, I just want a weekly TV slot at a reasonable time detailing up and coming games, news and industry chat.

ROBERT STYLES, VIA EMAIL

CUBE: We thought Bits was okay whilst Channel 4's Thumb Bandits was much better, but neither really appealed to a mass audience. And as for the Sky and Cable efforts – the less said about them the better. So yeah, you're right – there really is a lack of good videogame TV programmes. But, from the start of 2003 this might change – or perhaps not. Although there's no confirmed title for the show, every Friday afternoon on CITV there's going to be a videogame programme. Apparently, it will have head to head challenges on all formats and will most likely feature LAN link-ups with prize money for the winners. As it stands

### AVIAN ANSWERS

#### A WAVE OF POPULARITY

Dear CUBE,  
Is the WaveBird controller only coming out in grey? If not, what other colours will there be?

IAN RICHARDS

CUBE: For the moment, in the UK at least, you can only buy the grey WaveBirds. In Japan, it's possible to buy Platinum coloured WaveBirds and pads. Not all Nintendo hardware that launches in the Far-East makes it over here, but we wouldn't be surprised if the western market sees Platinum Cube's and hence similarly coloured pads.







➤ The sale of Rare could help Nintendo fund even more second party titles

though don't expect insider knowledge or groundbreaking news (having worked in games TV for a year I can tell you the reason is that too many of those involved are TV people, not games people. Hence so much of it is dull, generic and superficial – Bitter and twisted Ed)

## AU RARE VOIR

➤ I would like to congratulate you on your superbly handled reporting of Rare's buyout. It was tastefully done and didn't slag off one of Britain's greatest developers. I own a Gamecube and Xbox and have read a lot of ignorant comments about this subject.

Rare supported Nintendo well in the N64 days, but now that the big N has got its act together in developing GC games, Rare are not so important. At the end of the day, the real winners in this are Rare themselves. The reality is, Rare being sold won't be the end of Nintendo, nor will it make Xbox overtake PS2 in terms of sales, it will just give Xbox some quality games.

PS, it's nice to see that they left Nintendo with a classic.

DAVE PONSFORD

➤ **CUBE:** Whilst Rare is no doubt feeling pretty flush with the proceeds of the Microsoft buyout, Nintendo itself will also be feeling upbeat considering it now has yet more financial backing with which to aid its second party developers. So in fact the sale of Rare is likely to aid the production of some of the best upcoming GC games. For example Nintendo can now invest more money in developers such as Silicon Knights (Eternal Darkness), Retro (Metroid), Hal (Smash Bros) Genius Sorority (ex-Dragon Quest guys) and its Japanese Game Designers Studio. In this case the sale of Rare could ultimately turn

out to benefit not just Nintendo, but also us gamers.

## IMPORT-ANT ISSUES

➤ I own every issue of **CUBE** magazine and I'm grateful to say each one is of the highest standard. Like a lot of UK gamers I own an import GC. Okay, so you still do your import reviews, which I'm totally grateful for and I understand you have to cater for UK GC owners, but please don't forget us NTSC importers. We're still here and still buying fantastic Ninty products only on import. Please increase the number of import reviews.

NYAMEKYE ANDERSON, VIA EMAIL

➤ Rare has gone, but they signed off in style with *Starfox Adventures*



➤ **CUBE:** Because we're always going to bring you the best games as soon as possible it's inevitable that we'll continue with import reviews. So don't worry about us lessening our import coverage because as long as quality games are released first outside of Europe (as they invariably are) you'll see in depth previews and reviews of them in **CUBE**.

## SOUND ADVICE

➤ Dear Cube  
Being a bit of a connoisseur of the joys of technology, I recently bought my Cube, then, noticing that there is a digital output on the back, I decided to try to connect it to my, also-recently-purchased, Dolby Digital surround sound amplifier. My problem is that every retailer I've spoken to looks like I should be receiving treatment for mental instability when I ask "Do you stock the digital lead for the GameCube?" Am I in a minority, or should I seek counselling for my deluded condition? I only want to get the best out of my gear, but no one seems to keep these items available. I've tried all over the place! Cheers

IAN BENNINGTON, VIA EMAIL

➤ **CUBE:** Okay, the digital output on your GC is for video, not audio – it's used for progressive scan and not as a sound connection. To get the best sound from your GC you simply need to hook it up to your amp. You won't however be listening in a Dolby Digital surround format because the GameCube only supports Dolby Pro Logic II. The reason for this is that Nintendo knows that most Europeans have only a two-speaker set up at home so Pro Logic was used to give the most amount of people the best listening experience.

## TEXT LIFE

We want your text!

LET'S TALK ABOUT THT

➤ **HIV! JUST A QUICK ONE.**  
ARE THERE ANY CHEATS FOR SUPER MARIO SUNSHINE?  
**CUBE:** If you're after cheats in the form of codes or level selects then sorry, there ain't none.

➤ **GAMECUBE POKEMON WHEN IS IT OUT?**  
**CUBE:** There's no date yet but expect some announcements at E3.

➤ **AS MUCH AS LINK HAS THE MOST AMAZING QUIFF IN THE WORLD, AM I THE ONLY ONE WHO IS WORRIED THAT IT GOES BEHIND HIS EYEBROWS?**  
**CUBE:** Nope, Gary hasn't been able to sleep for weeks pondering the answer to this very question.

➤ **GREAT MAG, BUT DO YOU KNOW IF SEGA WILL EVER BRING OUT CRAZY TAXI 3 OR VIRTUA FIGHTER, SHENMUE, NIGHTS OR PANZER DRAGON?**  
**CUBE:** None of these games are likely to appear on the GC but if any are in the works then you'll most likely hear about them at E3.

➤ **WHY OH WHY AREN'T GC GAMES CHEAPER?**  
**CUBE:** Because the world is a cruel and unfair place – that's why.

➤ **MERRY XMAS AND A HAPPY NEW YEAR! WILL YOU SEND ME A CHEATING MONKEY?**  
**CUBE:** Greetings and as for the monkey – consider it done (kind of... well, not at all)

➤ **I AM A SELF-CONFESSED CHEAT. DO U KNOW AN OFFICIAL RELEASE DATE FOR ACTION REPLAY?**  
**CUBE:** It's meant to be out by the time you read this though Datel has delayed products many times before.

➤ **IS THERE EVER GOING TO BE A LIGHTGUN GAME?**  
**CUBE:** As of yet, there have been no announcements.

➤ **WHEN IS SUPER MONKEY BALL 2'S RELEASE DATE?**  
**CUBE:** February 2003

## 2 SHORT

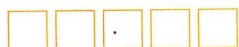
My GC is not actually a cube as it is longer than it is tall. What is wrong? the games still work OK though. Have I got a dud?  
DAVID JERKINS, LONDON  
**CUBE:** Indeed



# CUBE

ISSUE FOURTEEN

## FORUM FRENZY



What you lot have been saying on the **CUBE** forum, located at [www.totalgames.net/forum/](http://www.totalgames.net/forum/)

Since it was revamped back in January, the forum has proven to be a popular place. Many of you have taken the opportunity to talk to us, exchange advice and share views. This is just a small sample of the fun to be had on the **CUBE** forum.

### TOPIC: HELP WITH ED

**Author: JPW**

I'm Maxmillan Roivas and I'm in the mansion. I've just got the book of Eternal Darkness. I defeated all servants, that big Monster and now I'm stuck. Where do I go after this? What's with that signal (Triangle thing) on the wall?

I can't figure out where to go, I'm just running around and getting these sanity effects now and then. Not that that's bad or anything.

**Author: Cain**

Can't quite remember, as it was a few weeks back now that I finished ED, but I think you need to use the 'reveal invisible' spell to gain access to a door behind the 'triangle' on the wall. Be sure to use the correct alignment, this depends which path you chose at the beginning (red, blue or green).

Hope this helps? Brilliant game!!

**Author: Sam@Xpert/Cube Solutions**

Try checking the stained glass window in the corridor on the upper floor of the mansion and the chest of drawers next to it.

**CUBE:** Our forum isn't just for discussion – you can also get advice on games. In fact you may even get hints from people who write guides

to games, like here with Sam from our sister magazine CUBE SOLUTIONS.

### TOPIC: GREAT NEW PRICE

**Author: marcass**

Just noticed on Play.com the price of Spiderman is only 18 quid!!!!

**Author: Raoul Duke**

Yeah, good price. I posted another thread about it, but Rogue Leader is also £17.99. There are probably a few more titles at that price too, so go look!

**Author: Gamezoned**

GAME gave me £20 for a second hand Rogue Leader!!!

**CUBE:** Wondering where to buy the cheapest games? Just ask the forum.

### TOPIC: WHY WAS THE Q-CUBE NEVER RELEASED IN EUROPE

**Author: The Soulman**

Surely one of Nintendo's biggest mistakes was not to release the Q-CUBE cause out of the three consoles on the market this was the one that would probably look right at home under your TV.

**Author: bjh682**

If Nintendo released this as its main console with the DVD and forgot about the GC without the DVD, then it would have gotten rid of its Kiddy image as well... this console looks the best out of the lot of them and would really stand out in any set-up... I would have waited for this to come out in Australia but then I found out it never would.

**Author: Number45**

It's not just Europe that doesn't have this bit of kit, the US don't either. Remember, Panasonic manufactures it so I guess it'll have a say in whether it gets released over here or not.

Also it's worth noting that the console costs in the region of £300. That's a lot of money, and certainly doesn't fit in with Nintendo's cheap hardware strategy.

It looks like a great bit of kit, but I don't think it would be a massive seller.

**CUBE:** Panasonic doesn't believe that the Q-Cube will sell particularly well outside of Japan. We'd definitely go for a Q-Cube if ever they came out in Europe and it seems most of you feel the same. In fact we'll get on Nintendo's case about and see if we can't change their mind. Ahem. Maybe.

## WHERE IT'S AT!

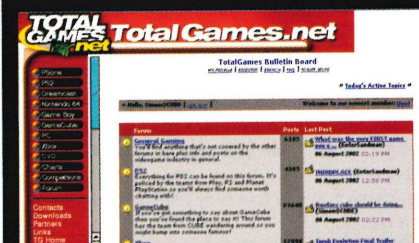
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Joining in the fun couldn't be simpler!

### STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are Internet capable, whether they are at school, college or in the library. Tempted to surf the Web at work? Check carefully what your company's Internet policy is first – it might be a better idea to go to an Internet cafe! If you're very lucky, you might be one of those people who have a computer at home.

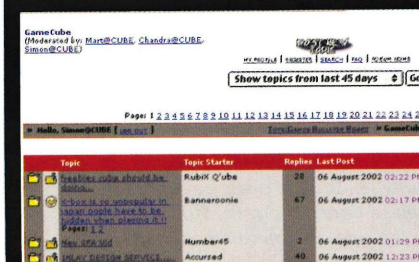
### STEP TWO:

Type the following into the Net Browser window: [www.totalgames.net/forum/](http://www.totalgames.net/forum/). This will give you read-only access to the forum. To get in on the fun, you'll have to register – you can do that by clicking on the originally titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).



### STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple, heck, even all of the **CUBE** team managed to register first time and if you're lucky, you'll get a chance to speak to them there!



## HONOURABLE MENTIONS

(For everyone who made life a bit more tolerable this month)

Lix for being a dab hand at the stirring spoon, Raoul Duke for having decent taste in music, Satanic Flowers for having a picture of somebody hanging himself who looks an awful lot like Byron, and Richeh for providing an interesting story. Shame on the lot of you who turned it into an argument though!



# READER REVIEWS

If you don't agree with one of our reviews or you just want to vent your spleen over a particular game, send your own in. 130 words max, and if we print your witterings you'll get a JOYTECH memory card for your trouble...

WIN  
A JOYTECH  
MEMORY  
CARD

## THE NINETY PERCENTERS...



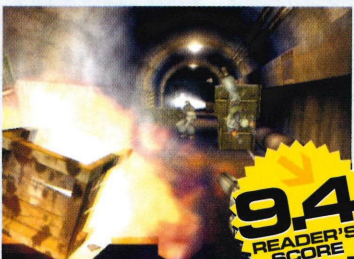
### TIMESPLITTERS 2

PUBLISHER: EIDOS  
DEVELOPER: FREE RADICAL  
ISSUE REVIEWED: 11  
CUBE RATING: 9.5



**AH, THE MEMORIES** of *Goldeneye*... Anyone who remembers the N64 classic as fondly as I do but now wants something a little more next generation should try this. Arguably even better than *Goldeneye*, *Timesplitters 2* sees you travelling through time across ten thrilling shoot-'em-up levels. But enough about the one-player, you really want to know about the multi-player, right? Thought so. Well, you won't be disappointed. *TimeSplitters 2* is armed with an explosive multi-player mode that is incredibly action packed. It's pretty much all out blasting with very little time to take a breath in between. That said you might not be wholly satisfied if you enjoyed the more tactical, stealthy approach you could take in *Goldeneye*. But you have to love it really.

ROSS MORLEY



9.4  
READER'S  
SCORE



### LOST KINGDOMS

PUBLISHER: ACTIVISION  
DEVELOPER: FROM SOFTWARE  
ISSUE REVIEWED: 8  
CUBE RATING: 7.0



**LOST KINGDOMS IS** a great adventure for beginners. I enjoy the fact that there are over 100 creatures to get. The controls are perfectly designed, especially during battle mode although the music can get on your nerves. Yet, the music in the rest of the game is well written whilst it's always fun to see new creatures and meet new characters.

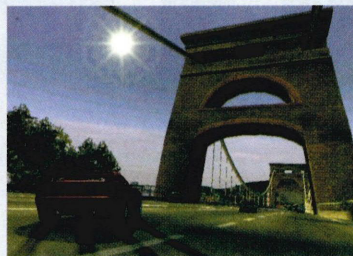
The two-player mode is okay but lacks ingenuity. This game will take the lucky and skilful at least 12 hours and after that you'll want to find all the creatures (which will probably take another five hours).

All in all this game is brilliantly structured for younger gamers. If you want a new game, get this one – it's not to be missed.

TODD PHILLIPS

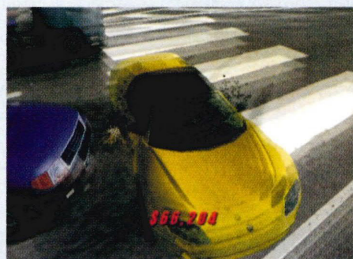


8.4  
READER'S  
SCORE



### BURNOUT

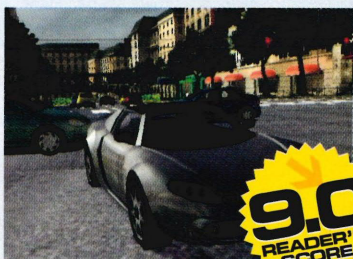
PUBLISHER: ACCLAIM  
DEVELOPER: CRITERION  
ISSUE REVIEWED: 6  
CUBE RATING: 8.4



**BURNOUT IS A TRULY** brilliant game with amazing graphics, superb gameplay and the perfect control system. Racing around normal streets against three other cars at death-defying speeds has never been so much fun, all with awe-inspiring cut scenes when you crash. The selection of vehicles has a large range: from mini to bus, to roadster and tow-truck – all in amazing detail.

Another couple of tracks would've been nice, possibly with a couple more cars to unlock, whilst the amazing cut scenes can get a bit annoying when you want to get on with the driving. However, the only true problem is that occasionally in two-player mode, the game freezes for a second. Despite this, *Burnout* is by far the best driving game out on the GameCube so far.

DAVID N REED



9.0  
READER'S  
SCORE

# CUBE

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# BEAT THE TEAM

ISSUE FOURTEEN

## WIN!

## AT THEIR OWN GAME

A veritable smorgasbord of JOYTECH pads and peripherals.

**AS EXPECTED, THE** *Mario Sunshine* challenges from issue 12 proved very popular – and it's from this game that we have our winner. We received some amazing times here at **CUBE** towers but standing moustachioed head and shoulders above the rest, is Robert Davies who's 'crate expectations' entry beat most other entrants by at least five seconds! In recognition of his achievement Robert is now the owner of two advanced controllers, a 4Mb Memory card, a GameCube to GBA link and a gold plated RGB SCART Cable all courtesy of JOYTECH.

This month, after our *TimeSplitters 2* frenzy of last issue, we've given you a wide range of games with which to beat the team, and, just as importantly – win that JOYTECH loot. As ever the absolute best score from any of the challenges will swipe the lot. Now show us what you can do...



### THE WINNER!

Well Done! As you read this, Robert is cradling his prize winnings thinking how glad he is to have entered beat the team ...



<b>CHALLENGE ONE:</b>	<b>SUPER MARIO SUNSHINE</b>
<b>NAME:</b>	<b>ROBERT DAVIES, BRACKLEY</b>
<b>TIME LEFT:</b>	<b>20:73</b>



↓ Mow down Mr Blobby with a machine gun. If only!





## TONY HAWK'S 4 CHALLENGE ONE

LOOK AT THE MANUAL

### TRICK TILL YOU'RE SICK

Your challenge, should you choose to accept it, is to beat Byron's score using any single and uninterrupted sequence of moves in the college location. Byron's score was done using a character with no stat enhancements (there are no pro points in our screenshot) – but you can feel free to use whatever character you like. Oh yeah, and don't go using any cheats.

BYRON'S  
SCORE:  
1,076,757



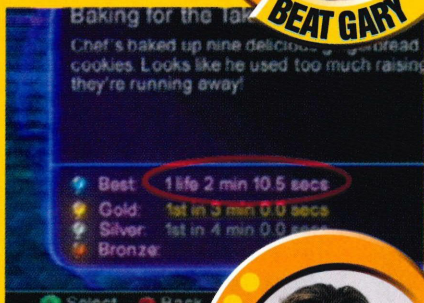
## TIMESPLITTERS 2 CHALLENGE TWO

THIS IS EASY

### GINGER PLATINUM

Tucked away in the elimination series of the honorary arcade league is where you'll find our challenge. Pick 'Baking for the Taking' and see if you can better Gary's platinum, but note: Mr Adams was just a little bit clever about how he got his score. Work out what he did and you'll find beating this challenge a whole lot easier. This will of course be your last chance to challenge Gary who'll be a PlayStation boy from next month (boo hiss).

GARY'S  
BEST: ONE  
LIFE & 1ST  
IN 2MIN  
10.5 SECS



## SUPER MARIO SUNSHINE CHALLENGE THREE

POLE DANCING PART 2

### CAPTURE THE FLAG

To try and beat Miles you'll at least need to have got as far as Pianta Village because that's where this challenge begins. In episode two of Pianta Village you'll come across the familiar face of Il Piantissimo challenging you to a sprint race ending at a flag up a tree. Simply play this episode and try to better Miles' time. He might be the new boy but he reckons he's got skills to pay the bills. Come n' have a go if you think you're hard enough!

MILES'  
TIME: 22.15



## TIMESPLITTERS 2 CHALLENGE FOUR

'FRANTIC, FURRY, FLAMERS'

### ENCOUNTERS OF THE FURRED KIND

This month Chandra fancied showing off his TimeSplitters skills. His challenge can be attempted by selecting 'Monkey Immolation' from the Arcade League. As ever Mr Nair's challenge is no push over, especially since you're going to have to beat a Platinum score – but we know you like a challenge. Now giving him a stuffing and wipe that damn smug look off his face!

CHANDRA'S  
BEST TIME:  
PLATINUM  
IN 3 MINS



## WHAT A PICTURE



### How to take that perfect snapshot

Right, so you've played like a madman and finally managed to beat one of our challenges... so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash of your camera – the light from the TV will be more than enough to illuminate the picture – and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned – photos sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we WILL NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

## YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us – no proof means no entry, so make sure you post it to the usual address:

**I'VE BEATEN THE TEAM!**  
CUBE MAGAZINE  
PARAGON PUBLISHING  
PARAGON HOUSE  
ST PETER'S ROAD  
BOURNEMOUTH  
DORSET BH1 2JS

THE DEADLINE  
FOR THIS ISSUE'S  
CHALLENGES IS  
**12 JAN 2003**  
SO YOU'LL NEED TO  
GET A WRIGGLE  
ON!



# CUBE



ISSUE FOURTEEN

## CHEATING MONKEYS

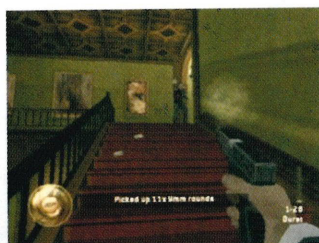


Our hairy gamebusting cousins are back to cure your gaming illz with their monkey skillz...

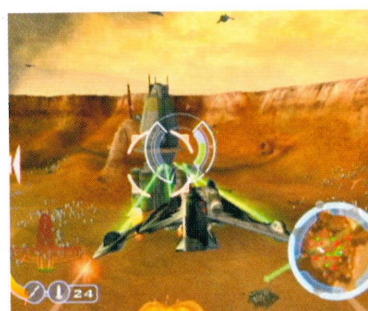
### NIGHTFIRE

Here are some self explanatory codes for EA's Bondathon:

GET	TYPE
Assassination Mode	SCOPE
Explosive Scenery	BOOM
Level Select	PASSPORT
Protect Mode	GUARDIAN
Team King of the Hill	TEAMWORK



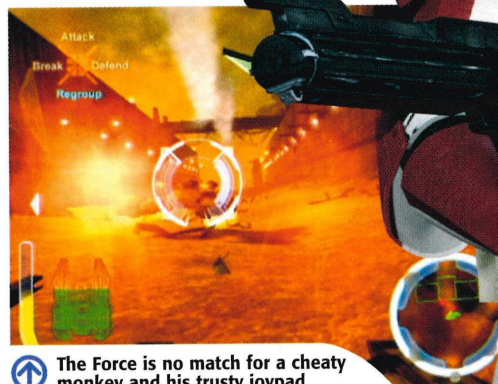
Is that a gun or are you just glad to be here? It's a gun then



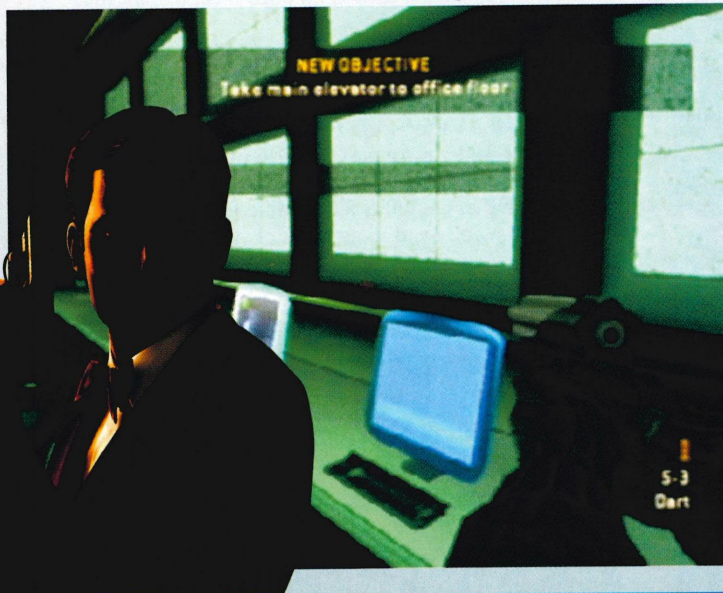
### STAR WARS: THE CLONE WARS

Like many recent Star Wars titles, The Clone Wars disappointed. To get more out of it, try these codes:

CHEAT	CODE
Invincibility	1WITHFORCE
Infinite ammo	CHOSEN1
All multi-player missions	FRAGFIESTA
All FMV's	CINEMA



The Force is no match for a cheaty monkey and his trusty joypad



# CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

## LIVE CHEATS HOTLINE

# 0906 9060374

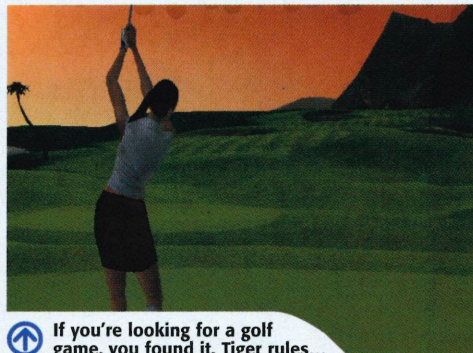
Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from 8am till 11pm. If you have any questions, call the hotline on 0906 9060374.



# TIGER WOODS PGA TOUR 2003

Enter these codes on the 'Cheat Codes' option screen. If you've done it right you'll hear Tiger Woods say "Oh Yeah!"

CHEAT	CODE
All courses	14COURSES
All golfers	ALLTW3

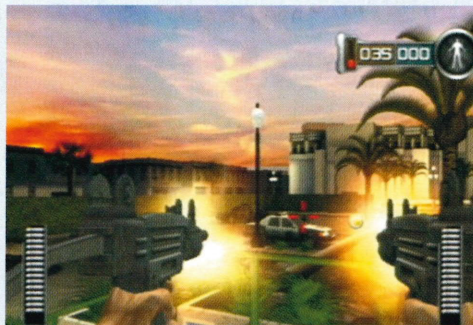


↑ If you're looking for a golf game, you found it. Tiger rules...

## DIE HARD: VENDETTA

For each of these cheats go to the main menu mode and enter the following combination of button presses:

CHEAT	CODE
Big Head Mode	R, R, L, R.
Liquid Metal Mode	B, Y, X, B, Y, X.



↑ McLane demonstrates his non-sense approach to police work



# CHIMP'LL FIX IT



They toil over your questions and in return we let them share a banana. That my friend, is the life of a cheating monkey. So, send your gaming queries to Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS or alternatively, you can drop them an e-mail to [cube@paragon.co.uk](mailto:cube@paragon.co.uk)



↑ Timesplitters 2 is proving the cause of much consternation. this month...

## PILLORIED BY A PILLAR

Dear Cheating Monkeys,  
On *Timesplitters 2*, I'm on Aztec on Normal Mode. I think I have to do something with some pillars but I don't know what to do with them!  
Cheers,  
Emikkime, Stockport

The monkeys say...

*"You're right, you do need to use the pillars and here's how: line up all the various symbols so that whatever is opposite a particular symbol is the same. Easy."*

## THEY'VE HAD THEIR CHIPS

Dear Cheating Monkeys,  
In *TimeSplitters 2* I'm having trouble on the Men in Grey level on arcade mode. I know I've got to survive the onslaught of baddies and get to their base, but then I don't know what to do?  
Thanks Chimps,  
Danny, Sheffield

The monkeys say...

*"Once you've got to the halfway point at the big pool of water you'll then need to destroy the men in grey's fuel drums. Most of the drums are easy to find but there is a less obvious one sat on a roof (next to the body armour). Having ruined their fuel supply your next restart point will be just round the corner from the water with a very handy Minigun lying just behind you and to your left. Now, Minigun in hand and set to secondary fire mode, you simply need to shoot their computer mainframe to bits!"*

## SHARE YOUR GAMING GENIUS!

If you've come up with a game hack you want to share with the world, send it to the monkeys at: CUBE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Or whack it on the forum at [www.totalgames.net](http://www.totalgames.net)

## STONE DEAD

Dear Cheating Monkey's  
I'm stuck on the Arcade League of TS2 on the challenge 'Duel Meaning' where you kill the Stone Golum five times. It's impossible. I've managed to kill him once. Any help?  
Thanks chimps,  
Zilon, Watford

The Monkeys say...

*"Admittedly this isn't easy but there are ways of bettering your chances. First of all you should always try and use the rocket launcher/homing missiles. With the right weapons you'll need the right location. The best place to be is on top of the construction works ensuring that every time the Golum approaches you shoot him. Just as importantly you can, from this high vantage point, avoid his getting too close by jumping off and circling back to the construction works every time he gets near. Finally make sure that every time you kill him you get the health and body armour. You can in fact kill him five times without dying yourself and doing so gets you a Platinum."*

## IT'S A COVER UP

Dear Cheating Monkeys,  
I have just purchased a Nintendo GameCube and can't work out how to turn it on. I've plugged it in, but every time I press the power button, the cover opens. What am I doing wrong?  
Thanks Chimps!  
Ronnie Joice, Storrington, West Sussex.

The monkeys say...

*"You've been had. Write to your MP and go tell a national newspaper - this is an absolute disgrace"*





# CUBE MASTERCLASS

ISSUE FOURTEEN

## TONY HAWK'S PRO SKATER 4

*There's a fine line between skill and greed. Learn how to reach the dizzy heights with our guide to the best skateboarding game ever!*



### PRACTICE MAKES PERFECT



Before taking on the main levels, be sure to try your skater out in the practice area at the start. There are cash bonuses to be found which will help later in the game.



### top tips



### DON'T BE GREEDY



More often than not, you will only crash because you have tried to do too many tricks in one go. Aim for simple combos linked with manuals and also special moves linked with long grinds or flatland tricks. You will only need to bust huge scores on the later levels.



### MANUALS ARE NECESSARY



If you want a huge score in *THPS4*, you must learn how to manual between ramps and rails. Press **△** **○** or **△** **○** to move into a manual, then use the balance meter to hold it to the next rail or ledge. Using this technique you'll soon build up a huge score.



### SPECIAL MOVES



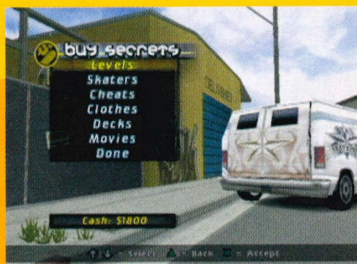
Each character has special moves to pull off once their meter has risen. New slots will be added for achieving certain goals and you can change the button combinations to suit your style. To make them easier assign combinations like **△** **○** or **○** **○** then the trick button.





## GOING SHOPPING

### WORKING HARD FOR THE MONEY



#### LEVELS

Carnival Level	\$15,000
Chicago Level	\$15,000

#### SKATERS

Eddie	\$9,000
Jango Fett	\$9,000
Mike Valley	\$9,000
Hotty Babe	\$15,000

As you skate around the levels you'll notice plenty of cash lying around for you to collect. Add this dough to the rewards

#### CHEATS

Cool Specials	\$1,000
Gorilla Mode	\$1,000
Kid Mode	\$1,000
Big Head Mode	\$1,000
Hoverboard	\$1,000
Slowmo	\$1,000
Disco Mode	\$1,000
Invisible	\$1,000
Super Blood	\$1,000
Flame	\$1,000
Sim Mode	\$1,000

#### MOVIES

Homies Skatin' 1	\$800
Homies Skatin' 2	\$800
Pro Bails 2	\$800

earned from completing challenges and mini-games and soon enough you'll have a small fortune burning a hole in your

pocket. This cash can then be spent on secret items and cheats from the back of a van.

Kona Old School	\$800
Ottakes	\$800

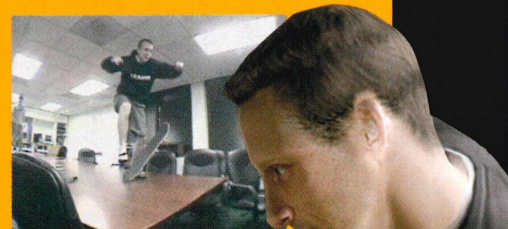
#### DECKS

Each skater has ten different decks available to them at a cost of \$50 each

#### CLOTHES

OD Head	\$400
Ollie Head	\$400
Kenny Head	\$400
Metal Head	\$300
Clown Head	\$300
Eraser Hair	\$250
Clown Hair	\$250
Paper Bag	\$300
King Glasses	\$100

OD Shirt	\$250
Ollie Coat	\$250
Kilt	\$250
Smile Boxers	\$150
Heart Boxers	\$150
Ollie Pants	\$250
Clown Pants	\$250
Clown Boots	\$150

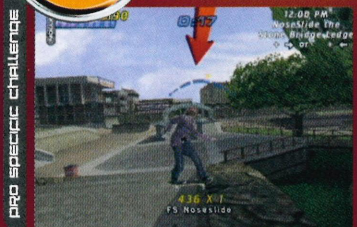


### TONY HAWK



Once you have earned 90 Pro Points as any skater, you can return to this level and compete in the Pro Challenge. Tony has the record for clearing the largest transfer in skating history with a massive 18-foot gap. Complete the tricks across the gaps finishing with the tricky Indy 900 to earn a Tony Hawk video and unlock the Pro Challenges on every level.

### JAMIE THOMAS



Jamie Thomas once managed to move between various locations and take ten photo shoots in twelve hours. For this challenge you must emulate this achievement by dashing around the level performing stunts on set ramps and rails. Complete all of the tricks as quickly as you can and you'll unlock a special Jamie Thomas video.



### REVERT AND TRANSFER



The **REVERT** button is extremely useful in *THPS4* as it enables you to revert when landing tricks and also to spine transfer over gaps. This is a much more efficient technique than simply holding forwards and hoping that you clear the gap.



### TRICK LINKS



Linking tricks is an easy way of building up huge combos without too much effort. Whilst grinding or manoulling, try pressing **REVERT**, **REVERT** or **REVERT** for extra tricks without having to jump and land safely. Keep an eye on your balance meter to ensure you don't crash.



### ONE THING AT A TIME



When aiming to complete the tasks, concentrate on one trick or goal at a time. Use small grinds to build up speed and then make sure you don't waste time by crashing all the time. Take it easy and you should find yourself cruising through the challenges.





# CLUB MERCCLASS

## HAWK'S PRO SKATER 4



**BOB BURNQUIST**



Bob recently built a loop ramp and then removed a section at the top leaving a gap in the middle. He skated this ramp making skateboarding history. For this challenge you must ride the loop performing the tricks as required, making sure you land safely on the other side of the loop. Nail all the stunts over the gap and you can grab \$1200 and a special video.



**GEOFF ROWLEY**



Geoff is well known for his Darkslice Grind and the fact that he is constantly leaping huge gaps before landing an awkward grind. For this challenge you must leap over the gaps and perform all the grinds, finishing with the famous Darkslice. Complete all the grinds and you can collect \$1200 plus a special Geoff Rowley video.



**CHAD MUSKA**



Music and skating are equally important to Chad Muska, and his challenge is to secure a recording contract. Obviously going on Popstars isn't an option. Skate around and land as many tricks to increase your beat meter and move up to the next level. When it is full you can secure a major deal and unlock a special Chad Muska Video.



**KAREEM CAMPBELL**



Kareem Campbell is known for his smooth skating style and was the first person ever to Kickflip the Gonz gap (sounds painful - Ed). In this challenge you must showcase these skills by performing flip tricks over the gaps. Complete all of the tricks as quickly as you can and you'll unlock a special Kareem Campbell Video.



**ANDREW REYNOLDS**



Andrew is the master of the gap and is constantly amazing his fellow professionals by clearing huge stairwells and pyramid ramps. Jump the gaps for the photo shoot and nail the tricks to complete your challenge. If you win you'll be rewarded with an Andrew Reynolds video. Just don't forget the cheesy smile for the cameras.

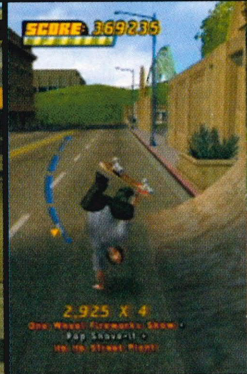


**BAM MARGERA**



Bam is a bit of a nutter when it comes to making movies and is well known for his appearances on Jackass. For this challenge you have to climb into a shopping trolley and then race down a course as fast as possible without crashing. Complete the three runs and pick up \$1200 and unlock a special Bam Margera video.

2700







CHECK IT OUT — WE GOT  
MAD SKILLZ, BABY!



## ELISSA STEAMER



Unsatisfied being the greatest female skater in the world Elissa is looking to go one better than anybody else. Max your special bar and then grind down the stairs and up the ramp to the left of Atiba. Now leap over the wall to land on the planks and continue to pull off the moves as directed. Complete this and you'll earn \$1200 and unlock a special Elissa Steamer video.



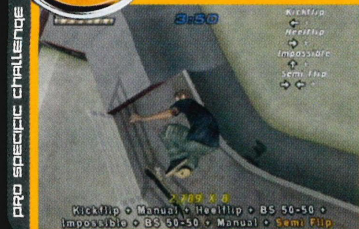
## RUNE GLIFBERG



Rune developed his taste for skateboarding in the parks of Denmark. While most other skaters avoid riding pools, Rune seems to push them harder than anyone, cos he's that kinda guy. Ride the pools and pull off the tricks as required and if you're lucky you can grab \$1200 and unlock a Rune Glifberg video.



## RODNEY MULLEN



Rodney Mullen is our favourite skater and he's well known for inventing a lot of the tricks featured in the game. Maybe he ought to have a word with Tony about branding issues at some point. Anyway, complete all of the combo tricks in the street area of the park and grab \$1200 plus a special Rodney Mullen video.



## STEVE CABALLERO



Steve often tours with Pro BMX rider Rick Thorne and for this challenge you will have to perform a doubles routine with your buddy. Complete all of the tricks as quickly as you can either over or under your biking buddy and you'll pick up \$1200 and unlock a special Steve Caballero video.



## BUCKY LASEK



Bucky grew up near Baltimore and is known around the circuit for having no fear of any ramp, even if it's rusty or half broken. To complete this challenge you must nail some huge combos on a rusty old ramp. If you manage to land the big one you'll collect a cool \$1200 and unlock a special Bucky Lasek video.



## CUSTOM SKATER



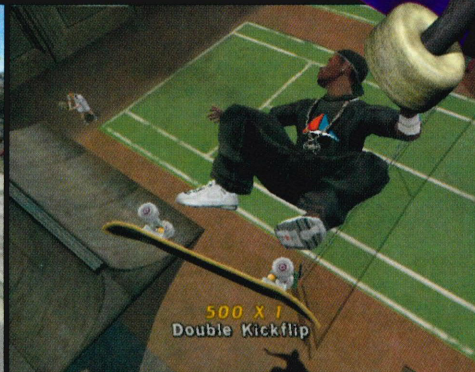
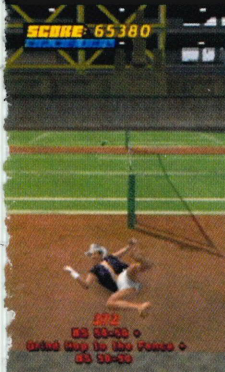
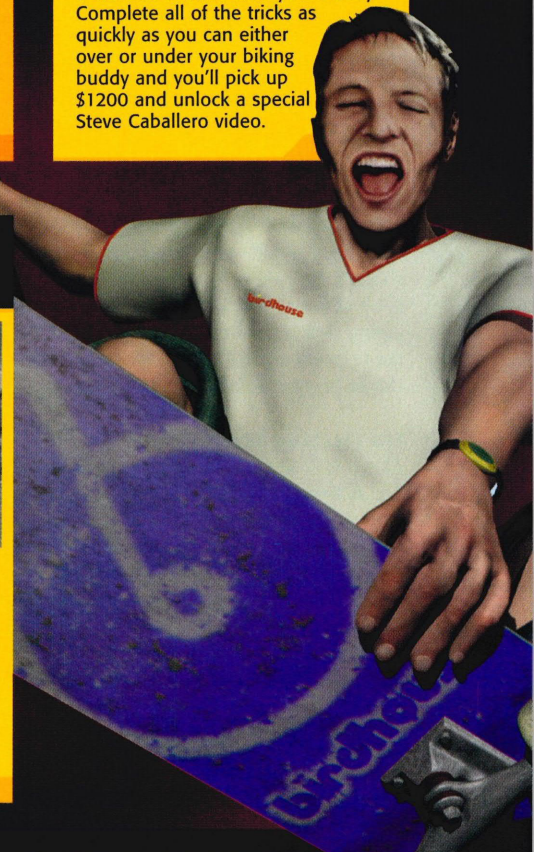
Take the time to create yourself a skater, and you can take on this unique Pro Challenge. Hollywood is constantly on the look out for action performers and this could be your big break. Grind along the rails destroying all the green detonators and avoid the huge red bombs. Activate them all in one single combo and you'll pick up \$1200 and unlock the Pro Bails video.



## ERIC KOSTON



Eric Koston is famous for inventing the Crooked Grind, but is still pushing in new directions grinding any rail or ledge. For this challenge you must grind along the high rails around the shipyard, maintaining your balance all the way to the end of each run. Complete the three runs and you'll be rewarded with \$1200 and an Eric Koston video.





# Q&A

# TEAM STARFOX

# CADETS

ISSUE FOURTEEN



Ok cadets, Team Starfox has landed... literally! Find all your StarFox Adventures questions answered by the experts right here!

TOUGH NUT

## FOX MCCLOUDS COMBAT TECHNIQUES

### Dear Fox McCloud

Having played through most of the game, and found the many SharpClaws to be a rather simple foe, I've come unstuck after meeting the fully armoured soldiers who carry shields. No matter what technique I use, I just can't seem to get a full combo in without losing health. Is there an easier way to beat these behemoths?

Uncle Bingo, Total Games Forum

### Fox McCloud says:

*There is indeed a simpler way to kill them, but it does require precise timing in order to get the combo in. Simply wait for them to attack, and then quickly press either left or right and attack. This will cause Fox to place a low blow to the foot, opening up their defences allowing him to finish them off with a powerful combo. Simple...*



Most of the battle is figuring out the enemy's weak point. Open him up, then steam in



### Dear Fox

I've reached the end of the Darkice Mines and have come to a sudden halt when I reach the end of dungeon and boss Galdon. I can't seem to beat him no matter what I do. I've never been known for my gaming prowess, so maybe there is something I'm missing! Whatever it is, I've been trying this for two days solid, so please, please, can you help me?

Russell Johnston, Leeds

### Fox McCloud

*Well I can assure you that you're not the only one having problems here Russ. Hell I even had problems. Below you'll find all the hints and tips you'll need to beat that monster in no time. Good luck!*

### BOSS GALDON

When you enter the arena Galdon will be frozen in the centre holding the SpellStone. Tell Tricky to use his Flame Command and he'll thaw out Galdon, releasing the SpellStone and unfortunately bringing a very angry Galdon out of his beauty sleep. Once he begins to attack you, immediately circle around him until you find yourself near his tail. Now he should be concentrating on Tricky so you have all the time in the world to do your thing. What you need to do is strike his tail around four times until a cut scene kicks in where Galdon swoops around and eats Fox. Inside Galdon's stomach you'll need to take three swipes at his tonsils (the SpellStone is inside them) and he'll spit you back out into the arena. There will now be a gash in Galdon's chest (his weak point). Equip your Fire Blaster and circle Galdon until he opens his chest to charge his special move. Fire a few bolts into the opening and he'll keel over in pain. Repeat this a second time and Galdon will eat Fox once again. As before give the tonsils a few lashings with your staff and the SpellStone will drop, killing Galdon as he spits you out.



Fox batters Galdon's tonsils with his staff

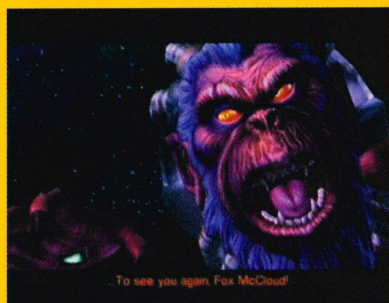




## FOX'S FLIGHT SCHOOL

### TODAY'S LESSON: ANDROSS: THE FINAL CONFRONTATION

Andross, although the hardest boss in the game, shouldn't cause too many problems if you have completed the previous *StarFox* games.



#### STAGE 1

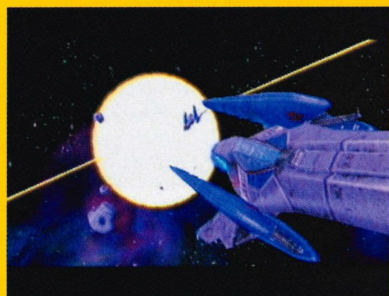
Watch out for the plasma beam fired from his mouth and concentrate on the eyes and the gem on his forehead. Once achieved, the head will spin around revealing Andross himself. You need to concentrate all your fire on the gems in the palms of his hands to destroy them. When he begins to suck you into his mouth, hammer the roll button and veer to the left or right to prevent yourself from being sucked in. Should you be sucked in, you'll have to start all over again. When both his hands have been destroyed it's back to the Krazoa head.

#### STAGE 2

Now repeat the same process as before to eliminate the head, except this time you'll need to destroy the missiles, which are fired from the head. Destroying the head for the second time will take you back to Andross. From here repeat the strategy as before, except this time Andross fires plasma beams from his hands. Upon destroying both hands Andross will once again begin trying to suck Fox in until Falco turns up to save the day, which just goes to show the value of choosing your friends wisely!

#### STAGE 3

Andross won't use his hands now (as he hasn't got any), so avoid the missiles and meteors making sure you collect the bomb that Falco drops for you. When Andross begins to suck you in fire the bomb into his mouth and he'll reveal his brain. Fire everything you've got at his brain avoiding his charge attacks. It should take 4-5 bombs and this will give you enough time to pump enough laser into his brain to finish him off.



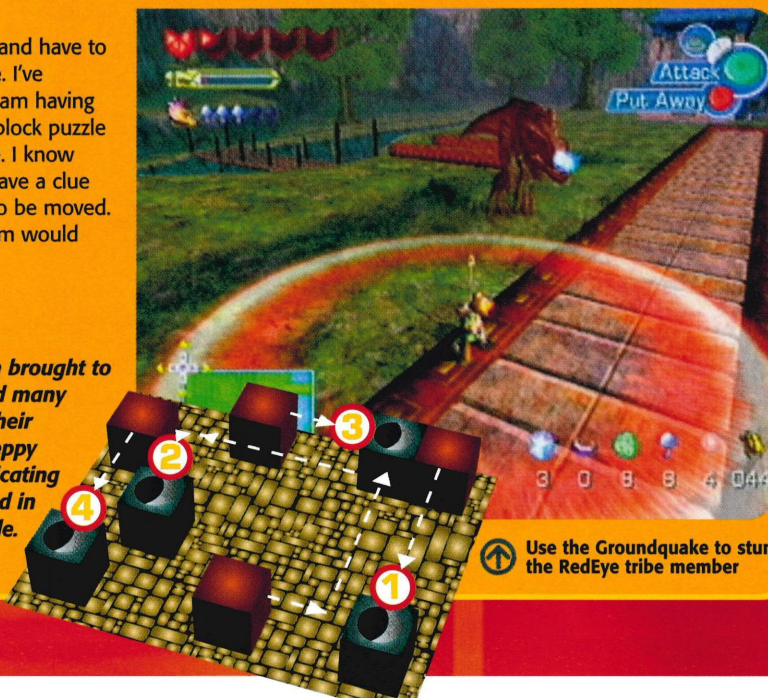
#### Dear Fox

I've just returned to the Walled City and have to collect the Sun and the Moon Stone. I've managed to get the Sun Stone, but am having an incredibly hard time solving the block puzzle at the entrance to the moon temple. I know how the puzzle works, I just don't have a clue as to which order the blocks need to be moved. Can you help me out, Fox? A diagram would be fantastic.

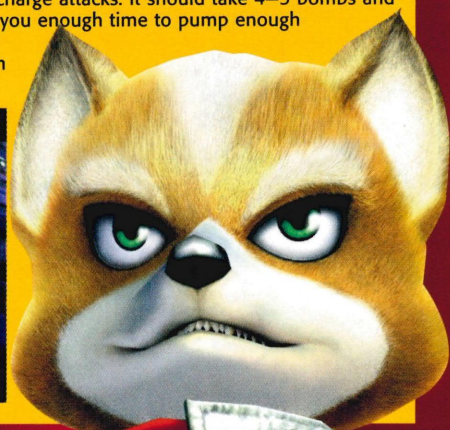
Simon Underhill, Manchester

#### Fox McCloud

*It seems your adventure has been brought to a severe halt, one that has caused many adventurers like yourself to end their quest. Luckily for you however, Peppy has drawn a diagram for you indicating which block you need to move and in which order to complete the puzzle. This should sort you out.*



⬆ Use the Groundquake to turn the RedEye tribe member



## ESCAPE THE LOST LAND...

Send your questions, cheats or tips to:

**TEAM STARFOX CADETS  
CUBE MAGAZINE  
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Or email  
**CUBE@PARAGON.CO.UK**  
(with 'Team Starfox Cadets'  
as the subject).



# CHEATING MONKEYS

# TIMESPLITTERS 2

ISSUE FOURTEEN

## LEVEL EDITOR 'GOLDENEYE' SPECIAL

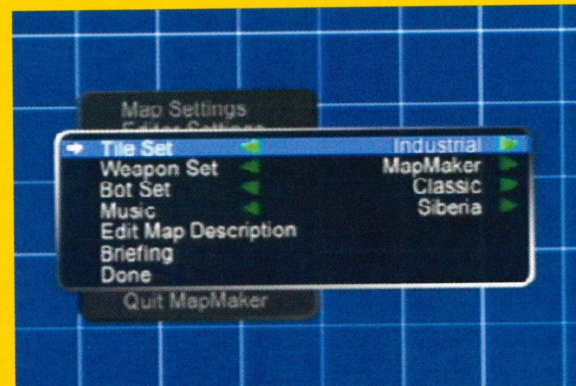
Join the Cheating Monkeys as they take *TimeSplitters* literally...

**OUR CHEATING MONKEYS** have this month put together a *TimeSplitters 2* mapmaking guide that'll take you back in time. The year: 1997, the place: sat right in front of your N64, the setting: *Rare* inspired deathmatch gaming bliss. If it hasn't sunk in yet then we'll make it obvious – the cheating monkeys, have recreated *Goldeneye* on your GameCube!

Over the next few pages you'll find a guide to using *TimeSplitters 2*'s MapMaker to recreate *Goldeneye*'s best multiplayer scenario; the Facility. Begin by selecting a blank map canvas, ensure the editor setting is 'advanced' and simply follow the guide...

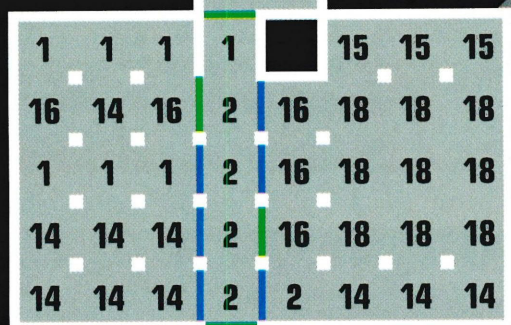
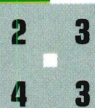
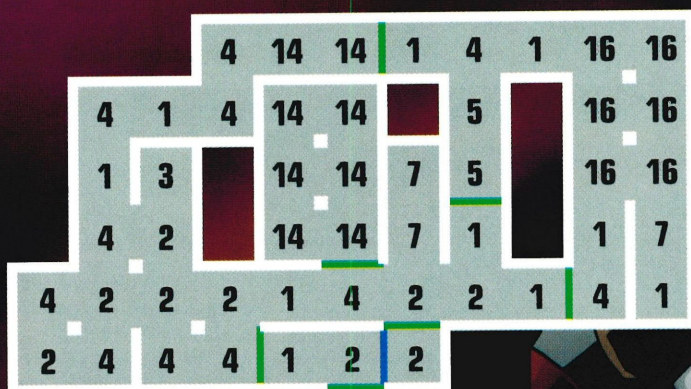
### FIRST THING'S FIRST...

To get a design toolbox that resembles the Facility first press start and go to the 'map settings' option. Choose an Industrial Tile Set and select 'MapMaker' weapons. Now you're ready to begin.



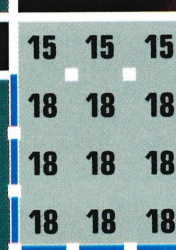
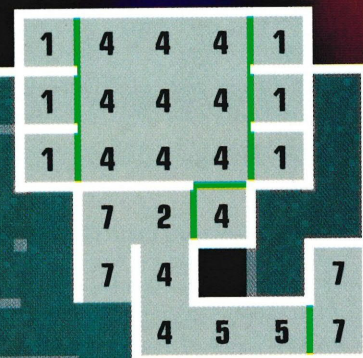
## 1ST FLOOR TILES

Starting with the first floor you'll need to lay out all these tiles according to their number and location. Where tiles of the same number are clustered together you can lay them very quickly by simply using 'Y' to clone the first tile you lay, and then duplicating from that one to wherever you need.



## 2ND FLOOR TILES

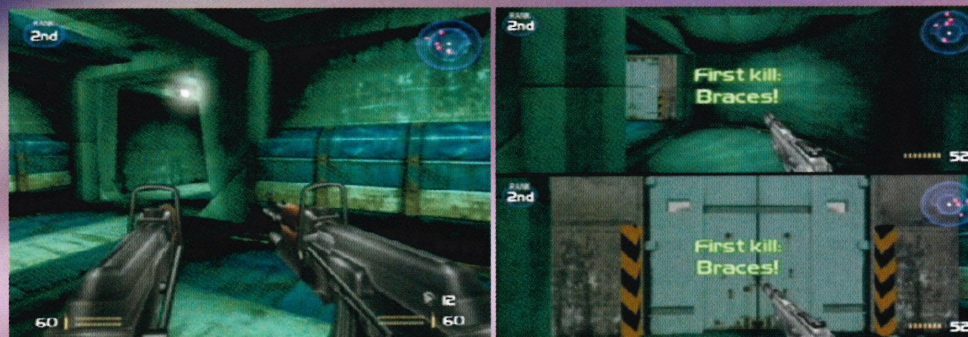
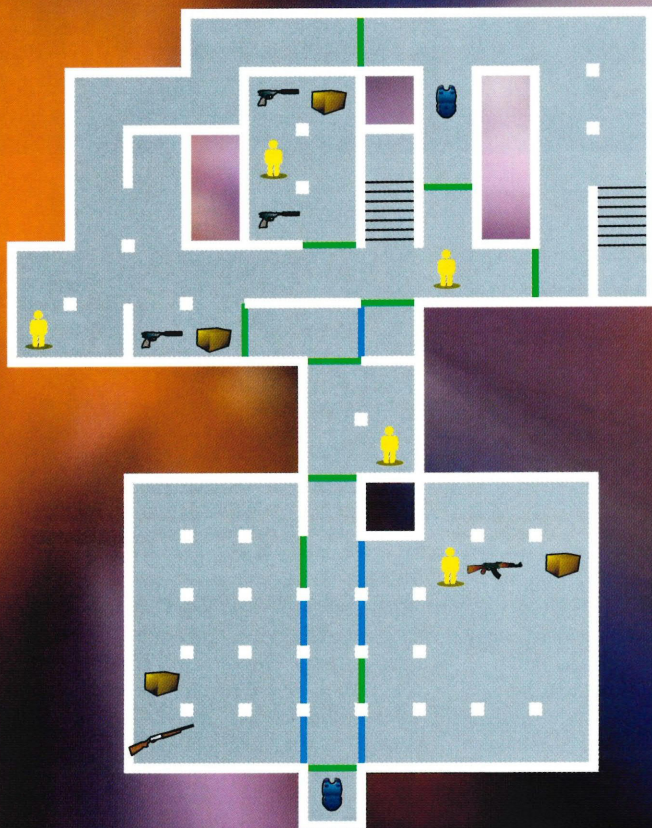
Follow the same method as before, ensuring that all your tiles are facing in the correct direction by using 'X' to rotate them so they exactly replicate what our chimps have done.





## FIRST FLOOR ITEMS

Simply use the monkey's guide to the icons, placing them exactly where you see them on the map.



## SECOND FLOOR ITEMS

Having laid out this last set of items, save your map and get some mates round!



## WHAT'S THAT THEN?

Here's exactly what the icons stand for:

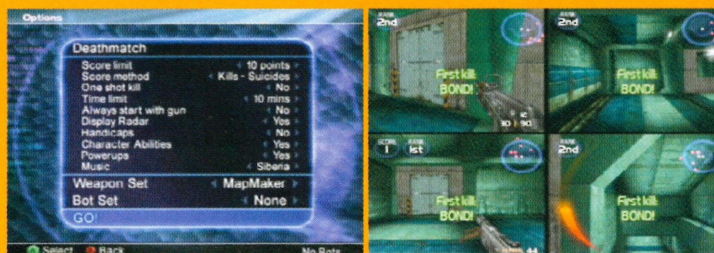
- WINDOW
- DOOR
- GUN
- AMMO
- START POINT
- BODY ARMOUR

As for the weapons and ammo, the ammo closest to a weapon is always for that gun. Here is the key relating to which gun goes where:

- SILENCED PISTOL
- SHOTGUN
- SOVIET S47

## FACILITY DEATHMATCH

To get that real *Goldeneye* atmosphere get four players together, select 'No' in the 'Always start with a gun option' and set the music to 'Siberia' as it sounds the most Bond-like. And that's it — the facility is now at your disposal!





Demolish your mates with our expert guide to Battle mode!

# BOMBERMAN GENERATION

## INFORMATION

### BOMBERMAN GENERATION

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: HUDSON SOFT

GENRE: PUZZLE ADVENTURE

PRICE: £39.99

PLAYERS: 1-4

## CUBE

Battle mode varies from easy to diabolical!

## DIFFICULTY RATING

EASY 7/10 HARD  
MEDIUM

## FIGHT CLUB

### STANDARD BATTLE

Collect as many power-ups as you can, then make your opponents' lives a misery. Use the arena you're fighting in to your advantage and mix things up by throwing and kicking bombs around the place. Also, try a few of our advanced techniques (see 'Demolition Man') if you get the chance.



### REVERSI BATTLE

This game is nasty – should you die, half of the tiles you've flipped change to a neutral colour. Staying alive can be difficult as well, with so many bombs going off. Early on, try to collect as many Bomb Up power-ups as possible. When most of the blocks have disappeared, start turning over your opponents' tiles. As with the Coin Battle, the most important thing here is just staying alive.



### COIN BATTLE

Grab as many coins as you can early on, then try to hold onto them! Avoid enemies whenever possible, as you'll lose a lot of coins when killed. Spend most of your time dodging and grabbing stray coins, letting the others do the hard work. Staying alive is often enough to ensure victory, so play it safe and don't take any risks.

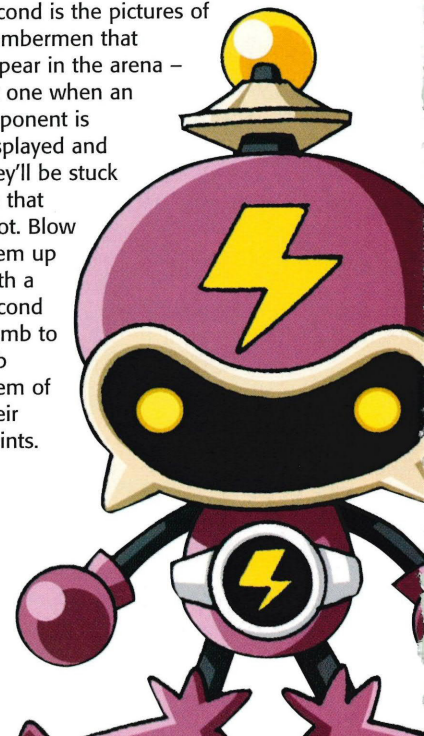
### DODGE BATTLE

Your character comes equipped with the Punch and Bomb Kick power-ups here, so make use of them! You should be most concerned with dodging, but if a bomb lands nearby – especially if it's a bouncing bomb – give it a swift kick or punch. Both serve to confuse the enemy and could mean their demise. Other than that, watch out for killed enemies making revenge attacks and try to grab any power-ups the other Bombers drop – this prevents them from getting their abilities back, leaving them defenceless.



### REVENGE BATTLE

This one is HARD. Try to strike a balance between killing moles and bouncing bombs off them in a chain. If you spot an orange mole, try to kill it before your opponents – they're worth a lot of points. Bear in mind that if a bomb lands next to a mole that hasn't been stunned, it'll be frightened off. There are two things that take precedence over everything else, though – the first being the Pierce Bomb. This can wipe out large groups of moles in one go, making your score go through the roof. The second is the pictures of Bomberman that appear in the arena – hit one when an opponent is displayed and they'll be stuck on that spot. Blow them up with a second bomb to rob them of their points.





# THE COLISEUM

Knowing the arenas is half the battle.

## STANDARD

Your basic arena – follow the Standard Battle tips and just try your best. There are no hazards to watch out for here, aside from each other.

## DRY CONVEY

The shifting sand changes direction when someone steps on the button in the middle of the screen. Do this just as an opponent places a bomb on the track to give him a nasty surprise! Also, use the track yourself to sneak a bomb towards an unsuspecting target.



## TURN & BANG

The Bomb Kick power-up is king here, as moving bombs will turn whenever they hit an arrow. Use both outer and inner tracks for best effect.

## GREEN FIELD

You can attack each other from the start here, but blowing up the grass leaves power-ups behind. Grab as many of these as you can, then launch yourself at your opponents when you think you're strong enough.



## PIPE BANGS

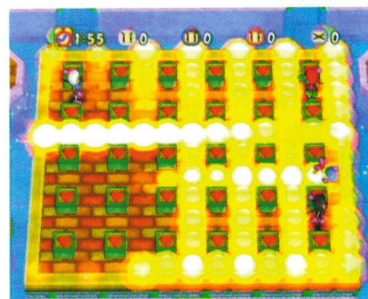
You can place bombs inside pipes, as well as hide in them to escape detection. Be wary of chasing someone through a pipe though – they could leave something nasty behind them.

## COLD WARP

Be careful when using the green warp squares – someone may have planted a bomb right next to one, which kills you as soon as you arrive. Make sure this happens to other people, rather than yourself and only use the panels in an emergency.

## SUPER BLAST

A hardcore battle arena in which everyone starts almost fully



equipped. Go after your opponents from the very start, possibly starting off by using your Line Bomb. Remember that everyone has the same abilities as you, so it's vital to put them under pressure early on. Try to grab the Speed Up power-ups when they're dropped – you'll have enough of the others already.

## DUNK BANG

Throwing bombs into the baskets causes a bouncing bomb to appear from one of the coloured holes. Be careful though, as this can leave you vulnerable to attack. That said, it's a good technique for catching people off guard.



**"THE MULTIPLAYER MODE IS THE FINEST YET"**



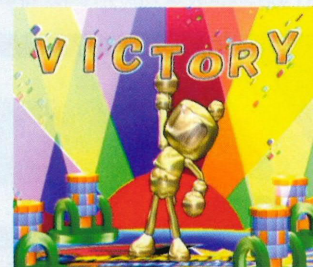
## SECRETS

### BOMBS AWAY

No cheats as yet, but plenty to unlock.

#### GOLDEN BOMBER

To play as the Golden Bomber in Battle mode, win a match and play it a second time, without changing the settings.



#### MINI-GAMES

After collecting all the Charabombs, the option to play the mini-games appears on the title screen.

#### PLAY AS MAX

Find all lightning cards in Normal mode, then press **Z** on the player select screen in Battle mode – you'll now be able to play as Max.

#### BATTLE MODE OPTIONS

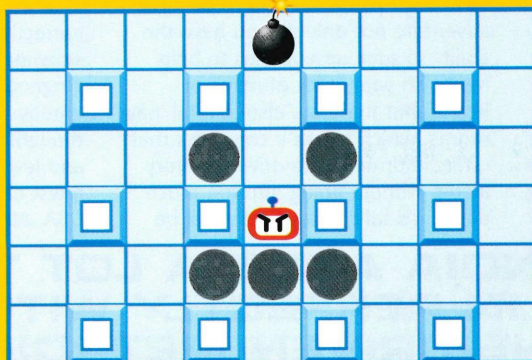
Complete Normal Mode to unlock an option called Group A/B on the stage select screen, in Battle mode. Group A contains the standard Battle mode power-ups, while Group B throws some more into the mix.

## DEMOLITION MAN

ADVANCED TECHNIQUES FOR THE DISCERNING BOMBER.

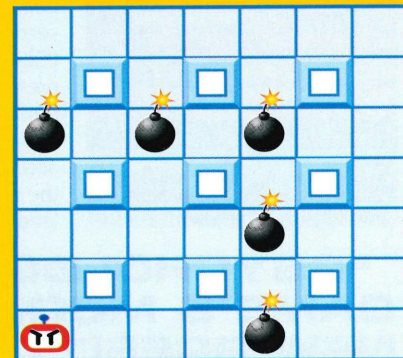
### THE TRAP

This is great for getting rid of an opponent early on. If you see a fellow Bomber heading into a dead end, block off their only means of escape. This won't work if they have the Bomb Kick or Punch power-ups though, as they'll be able to knock the bomb out of the way.



### THE BOX

If your enemy's in a corner and you've collected a number of Speed Up tokens, you could be about to get yourself an easy win. Lay a series of bombs in the pattern shown and they'll have nowhere to run.





## WELCOME TO ADVANCE...

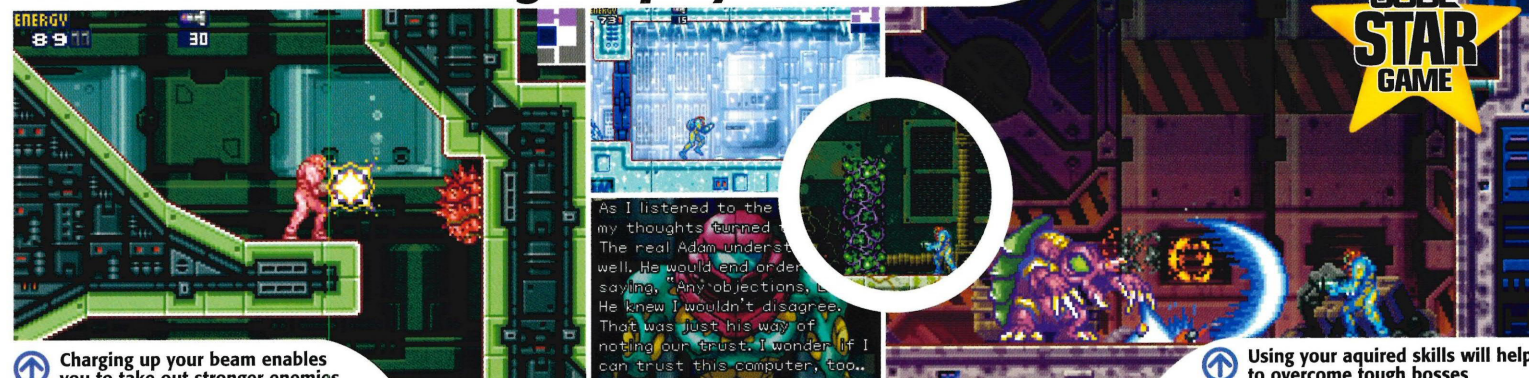
It's that time of the month again. The time when we put away our GameCubes, switch off our big tellies and turn our minds to all things handheld. Yep, the moment has come once more to delve into the murky waters of this month's GBA releases, and as usual a couple of sparkling gems are to be found lying amid the silt and sediment. Those who've been able to drag themselves away from the import version of *Metroid Prime* for long enough will tell you that *Metroid Fusion* represents a glorious return to the grand old days of the SNES at its very best. Meanwhile over at Hogwarts, EA has defied the odds and come up with a rather jolly GBA translation of *Harry Potter and the Chamber of Secrets*. Who'd have thought it!



# ADVANCE

Only the best GBA games reviewed - if we don't got 'em, you don't want 'em!

## A return to the classic gameplay of the SNES



Charging up your beam enables you to take out stronger enemies

Using your aquired skills will help to overcome tough bosses

# METROID FUSION

### CUBE

#### INFORMATION

PUBLISHER: NINTENDO  
DEVELOPER: INTELLIGENT SYSTEMS  
GENRE: PLATFORM ADVENTURE  
PLAYERS: 1  
RELEASE: OUT NOW

#### STATS

■ FIRST METROID GAME FOR 8 YEARS  
■ LINK UP TO METROID PRIME  
■ SIDE-SCROLLING ACTION  
■ ALL THE OLD MOVES PLUS MORE

**THE METROID SERIES** has always been massively popular in the West for Nintendo and after an eight year absence, we couldn't wait to get our hands on the latest incarnation. The second the logo comes up you know that this is pure Nintendo quality. The presentation is top-notch and very reminiscent of Ridley Scott's classic *Alien*. Eerie ambient sounds accompany the dark introduction and the narration is suitably vague. Having landed on a derelict space station

that needs exploring, the classic *Metroid* gameplay kicks in. What's interesting about this game is that where earlier episodes of *Metroid* have seen you totally alone, in this adventure not only do you have the ability to soak up enemies to help replenish your stock of items or health, but there are also several 'navi rooms' which house a computer that offers information to drive the story along. Without going into too much detail, it's safe to say that you'll be

constantly questioning the motives of orders given to you from multiple sources, as well as the facts you've been told. This psychological paranoia adds a lot to the mood and fits in perfectly with this new breed of storyline-driven *Metroid*. With the gorgeous (very purple) graphics, emotive sounds and perfectly thought-out pacing of both the story and level design, this is the finest original title for the GBA. Absolute class!

CUBE  
RATING  
9.3

**"PSYCHOLOGICAL PARANOIA ADDS A LOT TO THE GAME'S MOOD AND FITS IN PERFECTLY WITH THIS NEW BREED OF STORYLINE-DRIVEN METROID"**



## Harry's in the house!



Quidditch is far too fast-paced for mere muggles to handle



Take the time to explore every room thoroughly

# HARRY POTTER AND THE CHAMBER OF SECRETS

## CUBE

### INFORMATION

**PUBLISHER:** EA  
**DEVELOPER:** IN-HOUSE  
**GENRE:** ADVENTURE  
**PLAYERS:** 1  
**RELEASE:** OUT NOW

### STATS

■ GAMECUBE LINK-UP  
■ COLLECTABLE CARDS  
■ METAL GEAR SOLID-STYLE SECTIONS  
■ WONDERFUL VISUALS

**ALTHOUGH THE HUGE** ruckus over *Harry Potter* has died down somewhat since last year, the up-coming film will ensure parents are once again fighting in the aisles for anything related to the bespectacled wizard come Christmas. Inevitably, there's also a series of games to accompany the film but, deviating from tradition, the GBA version is actually rather good(!). Similar to last year's offering, play takes on an isometric view, which sees Harry running around various locales performing tasks such as

finding spells and opening doors by activating switches. Although it doesn't sound too exciting, the game is executed with

enough charm and authenticity to Rowling's world to delight Potter fans. The addictive mini-games and periodical discovery of new spells mean there's always something something to stop you getting bored.

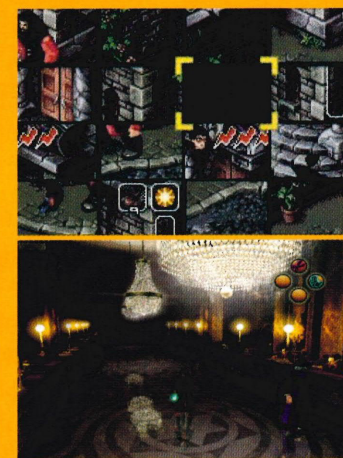
As any developer should know, to get your game noticed this Christmas it's going to have to look good and thankfully *Harry Potter* looks as good as a 12-year-old boy in glasses possibly could. The areas are rendered beautifully and all the little details in the backdrops really help the world come alive. If the main game wasn't good enough, there are tons of extras to unlock that'll keep you at it for a long while. With lots to do and the feel of the books and film very well captured, every *Harry Potter* fan out there should put this on their Christmas list!

CUBE  
RATING  
8.0

## LINK TO THE CUBE

### GET YOURSELF CONNECTED

Criminally underused, the GBA-GC link-up cable unearths some cool secrets for those who own both consoles. Connecting them up will allow you to access the Forbidden Forest area on the GBA, which includes a monster exclusively designed by JK Rowling and using this monster to complete the locations will open up the Gringott Bank area on the GameCube version. You can also open up mini-games, such as a sliding puzzle. Other developers – take note!



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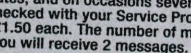
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# BOY RACERS

AND THE COOLEST THIRD PARTY PERIPHERAL YET

## IN THE CUBE WITH...



**NAME:** DOUG NEVILLE  
**POSITION:** DESIGN ENGINEER  
**COMPANY:** WILLIAMS F1

**CUBE:** How did you first get into the motorsport industry?

**DN:** Before going to Uni I had two sponsorship offers, one from a company who made food processing equipment and one from Cosworth Engineering. Being more interested in engines than bean canning plants I took the latter option! After graduating I worked for four years for an automotive consultancy before applying for a job as a Design Engineer advertised in Autosport at Williams F1, which I have been doing for nearly five years now.

**CUBE:** What did you want to be when you were younger?

**DN:** At the age of 11, I wanted to become a dentist, but that idea didn't last for long until I realised that I've always wanted to work with engineering or cars.

**CUBE:** If you could be any famous person who would that be?

**DN:** I'm quite happy being me!

**CUBE:** Do you have a favourite videogame of all time?

**DN:** Driving games are pretty good especially when the circuits are the ones our cars race on. Not too keen on fighting games though.

**CUBE:** In your opinion, how similar are the Joytech wheel and the Williams F1 steering wheel?

**DN:** Visually the wheels are very similar, and they feel very similar to hold.

The switch layout is almost identical, though clearly the functionality of the Joytech wheel doesn't include a drinks button! The Joytech wheel was designed using the original drawings for Juan Pablo Montoya's racing wheel, so they really are very much alike.

**CUBE:** Have either of the Williams drivers used the Joytech wheel and if so what did they make of it?

**DN:** I doubt it — they've been on holiday since it was launched....

# RACING WHEEL

Rarely ones to refuse the inevitable free bar that accompanies a trip out of the office, **CUBE** recently traveled to the private headquarters of Formula 1 team BMW Williams. Inside the inner sanctum of this racing legend we were granted a tour of their private collection of F1 cars, given a slap up lunch... oh and we got our hands on sneak preview of Joytech's F1 steering wheel — itself a replica of the real life BMW Williams wheel as used by Ralf Schumacher and Juan Pablo Montoya.



➔ Designed and contoured to closely resemble the one used in the current Williams F1 cars, the Joytech wheel comes fully endorsed by the creators of its esteemed inspiration.

MANUFACTURER:	JOYTECH
PRICE:	£39.99
FINAL SCORE:	5/5



# THE WHEEL THING



**AS A STEERING** wheel inspired by the worlds most technologically advanced sport, it comes as no surprise to find that Joytech have crammed into the WilliamsF1 wheel more features than you could shake a Shift-Tronic™ gear stick at. For instance, there's an LED display of your throttle, a stopwatch, a clock, butterfly paddles, clip on leg supports, table suckers – there's even a quick release mechanism for when you really need to... get the wheel off its base in a hurry! Anyway, everything you'd expect to find on a steering wheel is here, yet it's Joytech's crafting of the wheel and pedals that really

make it stand out from the crowd.

With the choice of four preset levels of response – the first being similar to the taut steering of an F1 car and the fourth akin to handling a tractor – the WilliamsF1 wheel allows you to tailor the turning gradient to suit the game you're playing. Just as importantly the pedals are absolutely spot on – with a deft range of analogue movement and a pivoting mechanism in the center of the pedal which eliminates the ache you eventually incur from many other set ups. Put simply it's the best GameCube wheel around and well worth the money!



## CUBE

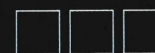
### SAYS...

#### FIRST IMPRESSION

■ This is by far the best third party peripheral **CUBE** has seen in a long while. In fact in the same way that Nintendo itself is the only choice for a quality GC control pad, so Joytech should be the only name on your shopping list if you're looking for a wheel to give your racing games that extra dose of realism. Expect to be filled with joy!



## IN THE CUBE WITH...



**NAME:** SIMON FORESTER  
**POSITION:** MERCHANDISING & LICENSING MANAGER  
**COMPANY:** WILLIAMSF1

**CUBE:** How did you first get into the motorsport industry?

**SF:** My career background has always been within a retail environment. Back in 1997 I was working as a department manager within Selfridges when I applied for a job as retail operations manager at Silverstone circuit. Two interviews later, I was offered the job. Once you work within a specific industry you do hear of other job opportunities, and in my instance, my current role within WilliamsF1.

**CUBE:** What did you want to be when you were younger?

**SF:** When I was younger I wanted to be a PE instructor. Second choice was a policeman.

**CUBE:** If you could be any famous person who would that be?

**SF:** Nobody springs to mind. Being Simon Forester is quite enough for me.

**CUBE:** Do you have a favourite videogame of all time?

**SF:** V Rally 3 is my favourite game, with Tekken 2 and FIFA 2001 close second and third.

**CUBE:** In your opinion, how similar are the Joytech wheel and the WilliamsF1 steering wheel?

**SF:** Visually they're very similar. The dimensions of the wheel were taken from the original drawings and each of the buttons on the original wheel have been utilised to feature the functions of a games controller. Obviously, the buttons on the actual wheel control specific tasks that the driver may wish to activate whilst driving the car. Once the Joytech wheel has been detached from its housing the weight of both wheels are very comparable.

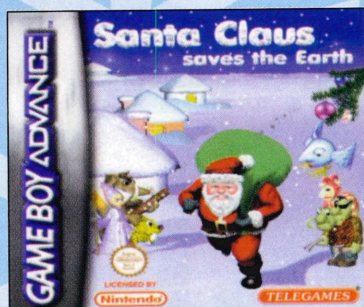
**CUBE:** Have either of the Williams drivers used the Joytech wheel and if so what did they make of it?

**SF:** Not as yet as the product is too new. Juan Pablo Montoya is a big gamer and takes his PlayStation 2 to nearly every race. I am hoping to send him a wheel as soon as they are available, so no doubt he will tell me what he thinks of it then!

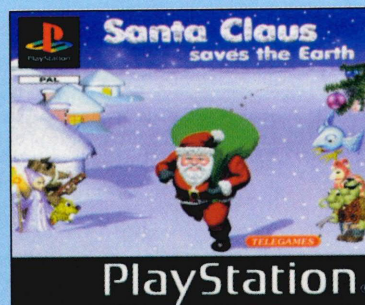




# Santa Claus is coming to town



- \* Experience how difficult it is to be Santa Claus.
- \* 256 Colour graphics
- \* Parallax background scrolling.
- \* Digitised sound effects.
- \* Animated in-game cartoons.
- \* Defeat guards and other creatures with snowballs and other cool defences.
- \* Discover 4 unique worlds in 15 different levels.



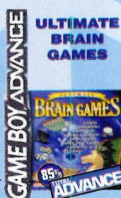
Wow! Only one day left until Christmas! Little children all over the world are anxiously awaiting Santa's visit. Meanwhile, very deep underground lives a wicked fairy, Nilam. She has a magic pot that allows her to see everywhere in the world. She looked into her pot and saw Santa and his helpers packing presents for all the children and became furious that so much existed in the world.

Nilam concocted a spell that enchanted Santa and locked him in her magic lands. You must help Santa escape the worlds controlled by Nilam, so that he can complete his Christmas Eve mission. Only a few hours remain, so get cracking

## Other great games from TELEGAMES



- First person shooter.
- Full 3D smooth scrolling.
- Digitised stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons.



- 8 Classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominoes, Mah Jong, Reversi, Sink-Ships and 4-In-A-Row.
- 10 different A1 levels, from beginner to highly advanced.
- 2 player linked play using the game-download function (only one cartridge needed for multi-player competition).
- Saveable game status and statistics.
- Create your own character and face in the game with the included face generator.



- The strangest game you've ever played. Real motion captured Yeti!
- Parallax background scrolling gives you the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city.
- Play one of two ways-smash your way through the city or avoid detection altogether.



- 10 visually different themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves-perform tricks to gain extra points.
- Use headers, overhead kicks, and volleys to defeat the enemies.



- Hardcore Pinball is a real diehard enthusiasts game.
- 4 challenging tables, that feature realistic physics, are the heart of this truly outstanding simulation.
- The superbly animated flippers, bumpers, rails, kickers, spinners and silver ball will quickly give the illusion of being in the arcade again.
- With outstanding music and sound effects, you'll want to find the token machine so you never have to quit playing.

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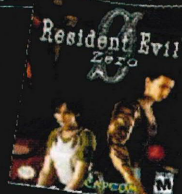
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JEDI OUTCAST 2

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# CUBE

ISSUE FOURTEEN

## DIRECTORY

CUBE gives the only reviews you should trust, so don't part with your hard-earned without checking here first

### EVERY GAME RE-EVALUATED IN PREPARATION FOR 2003

**THE GAMECUBE HAS** been out in Japan for just over a year now and with developers becoming more accustomed to its hardware the graphical boundaries are being pushed further and further back and the marketplace is becoming more crowded every day. As such, we need to be a little harsher on the games we review; those reviewed in issue one, may not fair so well

if they were reviewed today so we've gone through and re-evaluated every game. Some scores haven't changed, but some have plummeted.

As always you can have your say. If you don't agree with us, why not send us a Reader Review – if it's good enough we might print it. Or we might just send Chandra round.

#### ADVENTURE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
STARFOX ADVENTURES	Nintendo	Rare	1	X	Issue 12	3	12	NTSC	9.4
SUPER MARIO SUNSHINE	Nintendo	In-house	1	X	Issue 11	15	10	NTSC	9.4
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	X	X	15	12	PAL	9.3
RESIDENT EVIL	Capcom	In-house	1	X	Issue 11	8+	10	PAL	9.2
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	X	X	3	8	NTSC	8.0
REIGN OF FIRE	Bam!	In-house	1-2	X	X	3	13	PAL	8.0
LUIGI'S MANSION	Nintendo	In-house	1	X	Issue 1	3	6	PAL	7.8
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	X	6+	6	PAL	7.6
DOSHIN THE GIANT	Nintendo	In-house	1	X	X	40	12	PAL	7.4
STAR WARS: THE CLONE WARS	Activision	LucasArts	1-4	X	X	3	13	PAL	6.7
BATMAN VENGEANCE	Ubi Soft	In-house	1	X	X	2	6	PAL	6.2
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	X	X	2	7	PAL	6.0
DISNEY'S MAGICAL MIRROR	Nintendo	Capcom	1	✓	X	3	11	PAL	5.9
GAUNTLET: DARK LEGACY	Midway	In-house	1-4	X	X	4	10	PAL	4.4
UNIVERSAL STUDIOS	Kemco	In-house	1	X	X	1	6	PAL	3.0

#### BEAT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	X	Issue 6	11	6	PAL	8.3
ROCKY	Rage	Steel Monkeys	1-2	X	X	2	12	PAL	8.3
CAPCOM VS SNK 2: EO	Capcom	In-house	1-2	X	Issue 10	2	9	PAL	8.2
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	X	X	3	6	PAL	7.0
BATTLE HOUSHIN	Koei	In-house	1	✓	X	6	7	NTSC	7.0
UFC THROWDOWN	Ubi Soft	Crave	1-4	X	X	5	11	PAL	6.4
BARBARIAN	Virgin	Saffire	1-4	X	X	3	11	PAL	4.3
GODZILLA: DAMN	Infogrames	Pipeworks Studios	1-4	X	X	4	13	PAL	4.0



# THE ESSENTIAL INFO FOR EVERY PERIPHERAL THAT CUBE HAS REVIEWED!

## PARTY/PUZZLE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
<b>SUPER MONKEY BALL 2</b>	SEGA	Amusement Vision	1-4	X	X	2	11	NTSC	<b>9.2</b>
<b>PIKMIN</b>	Nintendo	In-house	1	X	Issue 7/8	19	7	PAL	<b>9.0</b>
<b>SUPER MONKEY BALL</b>	SEGA	Amusement Vision	1-4	X	X	5	6	PAL	<b>9.0</b>
<b>MARIO PARTY 4</b>	Nintendo	Hudson	1-4	X	X	2	13	PAL	<b>9.0</b>
<b>WORMS BLAST</b>	Ubi Soft	Team 17	1-2	X	X	3	7	PAL	<b>7.8</b>
<b>ZOOCUBE</b>	Acclaim	Coyote	1-4	X	X	2	9	PAL	<b>7.0</b>
<b>PAC-MAN FEVER</b>	Namco	In-house	1-4	X	X	10	12	PAL	<b>5.7</b>
<b>EGGO MANIA</b>	Kemko	Hot Gen Studios	1-4	X	X	2	11	PAL	<b>5.2</b>
<b>TETRIS WORLDS</b>	THQ	Randicall Ent	1-4	X	X	4	11	PAL	<b>4.7</b>

## PLATFORM

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
<b>DONALD DUCK: QUACK ATTACK</b>	Ubi Soft	In-house	1	X	X	6	6	PAL	<b>6.2</b>
<b>PAC-MAN WORLD 2</b>	Namco	In-house	1	X	X	16	5	NTSC	<b>6.1</b>
<b>CRASH BANDICOOT</b>	Eurocom	Vivendi	1	X	X	4	13	PAL	<b>5.6</b>
<b>TAZ WANTED</b>	Infogrames	Blitz Games	1-2	X	X	4	11	PAL	<b>5.6</b>
<b>SCOOPY DOO!</b>	THQ	Heavy Iron Studios	1-2	X	X	5	13	PAL	<b>5.2</b>
<b>DISNEY'S TARZAN FREERIDE</b>	Disney Int.	Ubi Soft	1	X	X	8	6	PAL	<b>5.0</b>
<b>TY THE TASMANIAN TIGER</b>	EA	Crome Studios	1	X	X	1	13	PAL	<b>4.8</b>

## RACING

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
<b>WAVERACE: BLUE STORM</b>	Nintendo	NSTC	1-4	X	Issue 5	3	6	PAL	<b>8.9</b>
<b>BURNOUT</b>	Acclaim	Criterion Games	1-2	X	X	6	6	PAL	<b>8.4</b>
<b>XG3: EXTREME G RACING</b>	Acclaim	In-house	1-4	X	X	3	6	PAL	<b>8.2</b>
<b>F1 2002</b>	EA	In-house	1-2	X	X	7	9	PAL	<b>7.6</b>
<b>SIMPSONS ROAD RAGE</b>	EA	Radical Ent.	1-2	X	X	5	6	PAL	<b>7.5</b>
<b>CRAZY TAXI</b>	Acclaim	In-house	1	X	X	4	6	PAL	<b>7.3</b>
<b>SMUGGLER'S RUN: WARZONES</b>	Take-Two	Rockstar	1-4	X	X	6	12	PAL	<b>7.1</b>
<b>MX SUPERFLY</b>	THQ	Pacific Coast	1-2	X	X	8	11	PAL	<b>7.1</b>
<b>DRIVEN</b>	Bam! Ent.	In-house	1-2	X	X	3	6	PAL	<b>7.0</b>
<b>PRO RALLY</b>	Ubi Soft	In-house	1-2	X	X	3	13	PAL	<b>5.9</b>
<b>NEED FOR SPEED: HOT PURSUIT 2</b>	EA	In-house	1-2	X	X	2	12	PAL	<b>5.3</b>
<b>SUPERCROSS WORLD</b>	Acclaim	In-house	1-4	X	X	9	9	PAL	<b>4.6</b>
<b>18WHEELER AM-PRO TRUCKER</b>	Acclaim	In-house	1-2	X	X	3	8	PAL	<b>4.4</b>
<b>CEL DAMAGE</b>	EA	In-house	1-2	X	X	2	6	PAL	<b>4.3</b>
<b>SMASHING DRIVE</b>	Namco	Point Of View	1-2	X	X	3	5	PAL	<b>3.8</b>

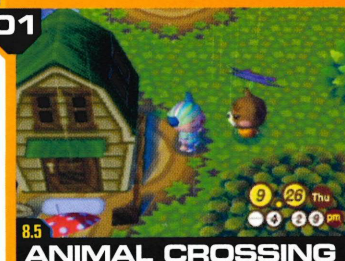
## RPG

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
<b>ANIMAL CROSSING</b>	Nintendo	In-house	1-4	✓	X	59	12	NTSC	<b>8.5</b>
<b>LOST KINGDOMS</b>	Activision	From Software	1	X	X	2	8	PAL	<b>7.0</b>

## GBA LINK-UP

WHEN TWO BECOME ONE

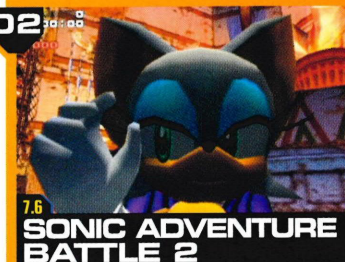
01



### ANIMAL CROSSING

Design your own wallpaper and open up a completely separate island on which you can dig for treasure and harvest the fruit trees. That'll give you plenty more to do.

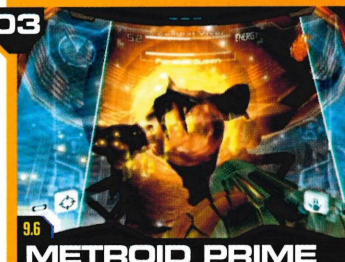
02



### SONIC ADVENTURE BATTLE 2

Find and nurture a whole bunch of Chaos by downloading them straight onto your GBA. Once there you can even race them against each other.

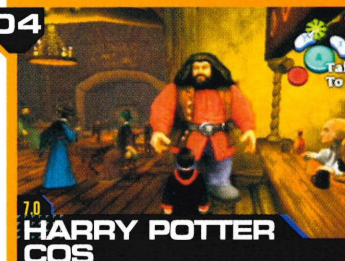
03



### METROID PRIME

By the time you read this both the GC and GBA version of Metroid will be out in the US. Special outfits and Metroid NES can be unlocked by linking the two.

04



### HARRY POTTER COS

Linking the two machines will let you play extra puzzle games and open up a new area in the GameCube version. It's on the shelves right now as it happens.

05



### ZELDA: THE WIND WAKER

It's not out for a few months yet but linking to your GBA will enable you to locate secret caves containing treasures, Heart Containers and more.





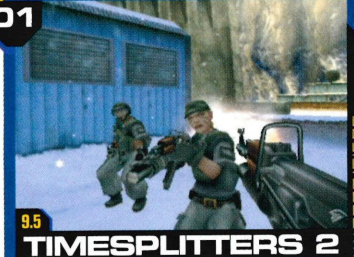
SHOOT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
<b>TIMESPLITTERS 2</b>	Eidos	Free Radical	1-4	X	Issue 12	6+	11	PAL	<b>9.5</b>
<b>STAR WARS: ROGUE LEADER</b>	Activision	Factor 5	1	X	Issue 2/3	3	6	PAL	<b>9.1</b>
<b>DIE HARD VENDETTA</b>	Vivendi	Bits Studios	1	X	X	6	13	PAL	<b>8.2</b>
<b>TOP GUN: COMBAT ZONES</b>	Virgin	Digital Integration	1	X	X	7	10	PAL	<b>6.9</b>
<b>ROBOTECH: BATTLECRY</b>	TDK	Mediactive	1-2	X	X	1	13	NTSC	<b>8.0</b>
<b>AGENT UNDER FIRE</b>	EA	In-house	1-4	X	Issue 9	3	7	PAL	<b>6.4</b>
<b>TUROK EVOLUTION</b>	Acclaim	In-house	1	X	X	1	11	PAL	<b>6.1</b>
<b>SPYHUNTER</b>	Midway	Point Of View	1-2	X	X	6	7	PAL	<b>5.9</b>

SPORTS

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
<b>TONY HAWK'S PRO SKATER 4</b>	Activision	Neversoft	1-2	X	X	5	13	PAL	<b>9.2</b>
<b>AGGRESSIVE INLINE</b>	Acclaim	Z-Axis	1-4	X	Issue 10	57	10	PAL	<b>9.1</b>
<b>SEGA SOCCER SLAM</b>	SEGA	Black Box Games	1-4	X	X	8	11	PAL	<b>9.0</b>
<b>TONY HAWK'S PRO SKATER 3</b>	Activision	Neversoft	1-2	X	Issue 4	6	6	PAL	<b>8.6</b>
<b>NHL HITZ 20-03</b>	Midway	Black Box Games	1-4	X	X	8+	11	NTSC	<b>8.6</b>
<b>NHL HITZ 2002</b>	Midway	Black Box Games	1-4	X	X	5	6	PAL	<b>8.4</b>
<b>NBA STREET</b>	EA	NUFX	1-2	X	X	10	6	NTSC	<b>8.4</b>
<b>VIRTUA STRIKER 3 VER. 2002</b>	SEGA	Amusement Vision	1-2	X	Issue 10	2+	8	PAL	<b>8.4</b>
<b>ISS2</b>	Konami	Major A	1-4	X	X	9	6	PAL	<b>8.2</b>
<b>FIFA FOOTBALL 2003</b>	EA	EA	1-4	X	X	29	13	PAL	<b>8.2</b>
<b>MAT HOFFMAN'S PRO BMX 2</b>	Activision	Rainbow Studios	1-2	X	X	3+	11	PAL	<b>8.2</b>
<b>ACE GOLF</b>	Eidos	Telenet Japan	1-4	X	X	3	12	PAL	<b>8.1</b>
<b>BEACH SPIKERS</b>	Sega	AM2	1-4	X	X	3	10	PAL	<b>8.0</b>
<b>SSX TRICKY</b>	EA	EA BIG	1-2	X	X	8	7	PAL	<b>8.0</b>
<b>KELLY SLATER'S PRO SURFER</b>	Activision	Treyarch	1-2	X	X	3+	11	PAL	<b>7.6</b>
<b>DAVE MIRRA FREESTYLE BMX 2</b>	Acclaim	Z-Axis	1-2	X	X	4	6	PAL	<b>7.4</b>
<b>FREETSTYLE</b>	EA	Hypnos Ent	1-2	X	X	8	12	PAL	<b>7.4</b>
<b>2002 FIFA WORLD CUP</b>	EA	In-house	1-4	X	X	29	6	PAL	<b>7.2</b>
<b>NBA COURTSIDE 2002</b>	Nintendo	Left Field	1-4	X	X	7	8	PAL	<b>6.8</b>
<b>WRESTLEMANIA WWE X8</b>	THQ	Yukes	1-4	X	X	12	12	PAL	<b>6.7</b>
<b>DARK SUMMIT</b>	THQ	Radical	1-2	X	X	4	8	PAL	<b>6.2</b>
<b>NFL QUARTERBACK CLUB 2002</b>	Acclaim	In-house	1-8	X	X	4+	4	PAL	<b>6.1</b>
<b>ESPN INT. WINTER SPORTS 2002</b>	Konami	In-house	1-2	X	X	3	6	PAL	<b>6.0</b>
<b>LEGENDS OF WRESTLING</b>	Acclaim	In-house	1-4	X	X	3	7	PAL	<b>4.7</b>
<b>DISNEY SPORTS SKATEBOARDING</b>	Konami	In-house	1	X	X	3	12	PAL	<b>4.6</b>
<b>WTA PRO TENNIS TOUR</b>	Konami	Konami	1-4	X	X	4	12	PAL	<b>4.5</b>

01



9.5 **TIMESPLITTERS 2**

02



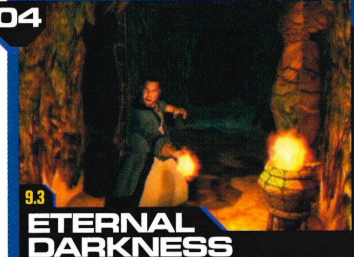
9.4 **STARFOX ADVENTURES**

03



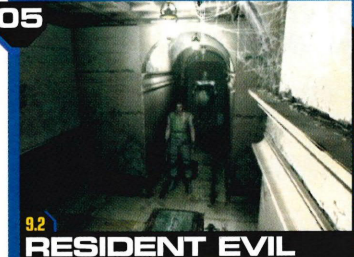
9.4 **SUPER MARIO SUNSHINE**

04



9.3 **ETERNAL DARKNESS**

05



9.2 **RESIDENT EVIL**

06



9.2 **SUPER MONKEY BALL**

07



9.2 **TONY HAWK'S PRO SKATER 4**

08



9.1 **AGGRESSIVE INLINE**

09



9.1 **STAR WARS: ROGUE LEADER**

10



9.0 **PIKMIN**



⊕ The super monkeys squeeze into the top six. Aww, look how happy they are!



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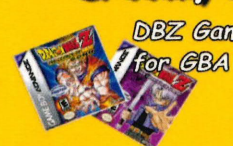
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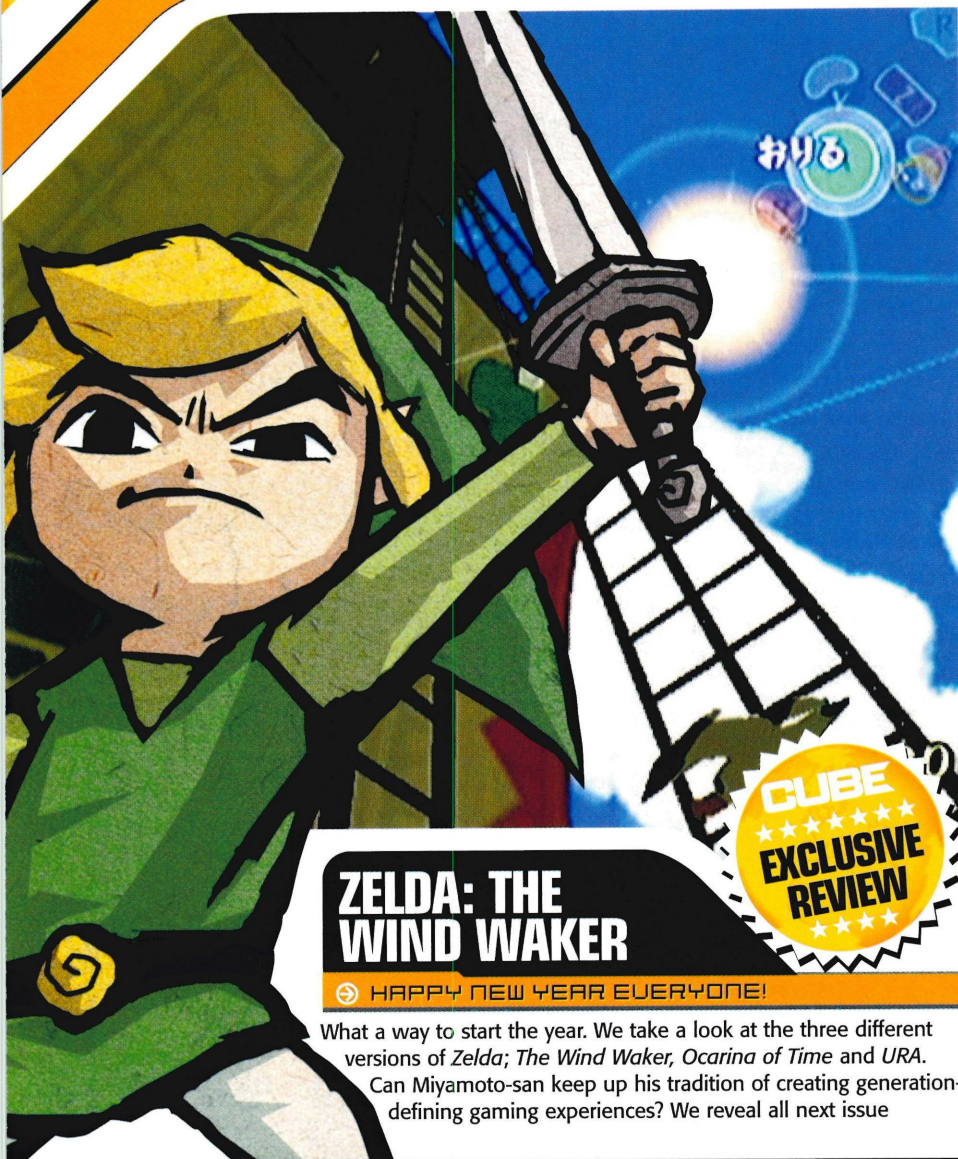
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Next Month... Next Month... Next Month... Next Month...

# HORIZON



## ZELDA: THE WIND WAKER

➤ HAPPY NEW YEAR EVERYONE!

What a way to start the year. We take a look at the three different versions of *Zelda*; *The Wind Waker*, *Ocarina of Time* and *URA*. Can Miyamoto-san keep up his tradition of creating generation-defining gaming experiences? We reveal all next issue

CUBE  
★★★★★  
EXCLUSIVE  
REVIEW  
★★★★★



## STAR WARS: BOUNTY HUNTER

➤ JETPACKS AT THE READY

We were hoping to review Jango's first gaming experience this month – sadly it turned up just a little bit too late for us. Still, that gives us even more time in which to play it to death and we'll bring you the full verdict next issue.

REVIEW!



## Definitive reviews of ALL the latest GameCube

REVIEWS



### SKIES OF ARCADIA LEGENDS

SEGA's memorable RPG gets the GameCube treatment



### ONE-PIECE TREASURE BATTLE

Erm... excuse me? It's weird and wacky, but is it any good?



### LEGENDS OF WRESTLING 2

Acclaim tries to do better after the horribly naff original



### FIREBLADE

The GameCube's first chopper game prepares for take off



## REVIEW

## MORTAL KOMBAT: DEADLY ALLIANCE

⊕ THE BADDEST BEAT-'EM-UP ON THE PLANET

After reading this month's preview you're no doubt itching to get your hands on a finished copy of the fighting game everyone's talking about. Next issue we'll bring you a full PAL review and let you know if it measures up to expectations.

**All the latest information and screenshots for all the greatest games!**

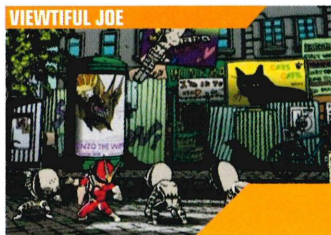
- Killer 7
- Viewtiful Joe
- P.N.03
- Dead Phoenix

- 1080° Avalanche
- F-Zero GC
- Biohazard 4
- Extreme G 4

P.N.03



KILLER 7



VIEWTIFUL JOE



**titles, including:**



LOTR: THE TWO TOWERS

So soon? Apparently it'll be out in January. Doesn't time fly!?

- Mortal Kombat: Deadly Alliance
- X-Men: Next Dimension
- Outlaw Golf
- Big Mutha Truckers
- Animaniacs
- Resident Evil 2+3
- Ghost Recon
- StarCraft: Ghost
- Asylum
- Final Fantasy: Crystal Chronicles

## PLUS

**Plus all the latest cheats, tips and hints for the best GameCube titles!**

## INTERVIEWS

⊕ STUDIO EYE

### DARKBLACK

Sadly we had to delay this little feature for a month, but we'll be bringing you the latest happenings from DarkBlack next issue. The creators of up-and-coming horror shoot-'em-up *Asylum* reveal all.



## SOLUTIONS

⊕ PROBLEM SOLVED

### TIMESPLITTERS 2

The Level Editor aspect of *TimeSplitters 2* has got us all flustered so we'll be sharing our ideas and those from the forum next month. So, if you've made any maps that you're particularly proud of, why not send them in? Hey, it's your one chance for true fame.







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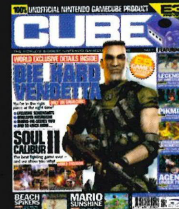


# Back Issues



## ISSUE THREE

The lowdown on Acclaim's GameCube releases, a world-exclusive look at Vexx plus Tony Hawk's 3, Turok Evolution, Sonic Adventure 2, Agent Under Fire and more!



## ISSUE SEVEN

A preview of E3, exclusive screenshots from Die Hard: Vendetta plus reviews of Pikmin, Agent Under Fire and SSX Tricky. Also part one of the Pikmin Solution,



## ISSUE FOUR

Find out how to link your GC with your GBA, the history of SEGA plus reviews of games like Animal Forest+, Virtua Striker 3, Cel Damage, Dark Summit and Madden 2002!



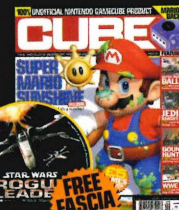
## ISSUE EIGHT

All the E3 previews, Metroid Prime world exclusive, SEGA Soccer Slam, Bomberman Generation, GameCube monitors, and the second part of that Pikmin solution!



## ISSUE FIVE

A feature on the world's most famous plumber, Mario, the games we'd like to see on the Cube plus reviews of ISS2, Animal Leader, NBA Street, Pac-Man World 2, 18Wheeler and Smashing Drive!



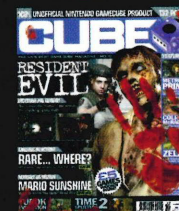
## ISSUE NINE

Exclusive Eternal Darkness review, stunning new TimeSplitters 2 shots, Super Monkey Ball 2, Biohazard Zero, Steering Wheels, and a huge Agent Under Fire solution plus our best-ever free gift!



## ISSUE SIX

Special 50-page feature dedicated to the UK launch of the GameCube, plus reviews of Rogue Leader, Biohazard, Burnout, Super Smash Bros. Melee, Super Monkey Ball and many more!



## ISSUE TEN

Exclusive Resident Evil review, massive review of Super Mario Sunshine, amazing new shots of Colin McRae 3, Metroid Prime, Zelda and Die Hard: Vendetta, all wrapped up in a blood-soaked slip-case!



## ISSUE ELEVEN

Exclusive TimeSplitters 2 and Super Monkey Ball 2 reviews, Burnout 2 is revealed and we look at StarFox Adventures for one last time. All that plus a free Mario Sunshine guide!



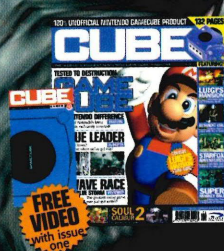
## ISSUE TWELVE

The exclusive review of StarFox Adventures, a massive In-Depth on Mortal Kombat and a 12 page feature on Zelda! Also Don't forget the Zelda fascia AND the TS2 tips...



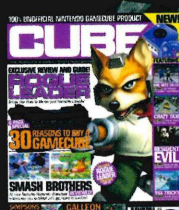
## ISSUE THIRTEEN

Six pages of brand new Zelda stuff, an exclusive PAL review of The Clone Wars plus Tony Hawk's 4, Mario Party 4, Godzilla, and a StarFox Adventures guide on the cover for free!



## ISSUE ONE

Huge hardware review plus Rogue Leader, Wave Race, Luigi's Mansion, Resident Evil, StarFox Adventures, Super Monkey Ball, FIFA 2002, Tony Hawk's 3 and plenty more! INCLUDES FREE VIDEO!



## ISSUE TWO

30 reasons to buy a GameCube revealed plus Super Smash Bros. Melee, Rogue Leader, XG3: Extreme Racing, Dave Mirra 2, NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage and many others!

# MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

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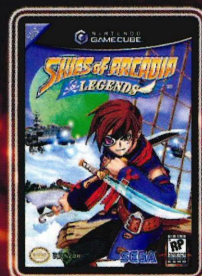


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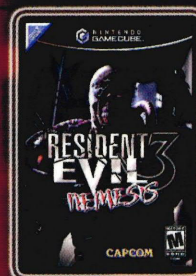
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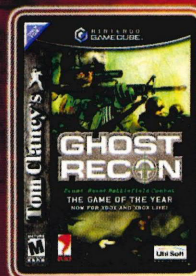
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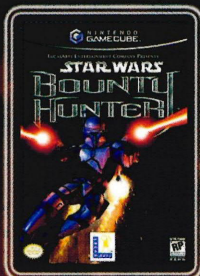
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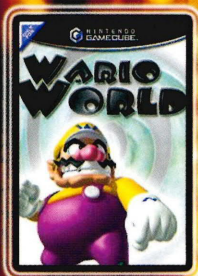
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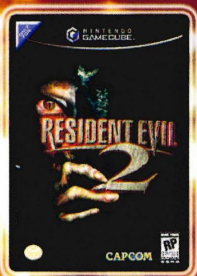
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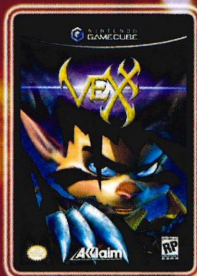
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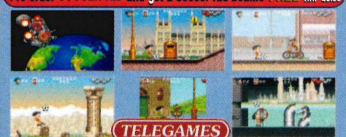
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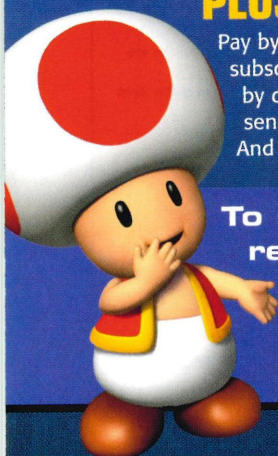
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# DEAR *Animal Crossing* DIARY

THERE MIGHT NOT BE ANY CHESTNUTS ROASTING ON AN OPEN FIRE, BUT WINTER IS SWIFTLY APPROACHING OVER IN ALFTOWN AND, AS YOU'D EXPECT, THAT MEANS MORE THAN ENOUGH GOINGS ON FOR MART AND HIS FRIENDS...



## 5 NOVEMBER 2002

Despite the fact it took a whole lot of effort and tons of candy to collect every last bit of Halloween furniture last month, I have to say that I'm getting a tad bored of my current furniture set-up. Okay, so I'm keeping the HRA more than happy by arranging a complete set of furniture in my house (to the point that they keep giving me over 110,000 points a day) but it's a small reward for living in a mixture of gloom and luminous orange. Luckily though, Wendell the wallpaper-selling walrus is in town today. For the simple price of a fish, he'll hand over some rare and natty wallpaper. Now, if only I had some rare and natty carpet to go with it...

It seems that my constant habit of digging up fossils and sending them off for evaluation has at last paid off as well... and about bloody time too! Having donated them to the Museum every time I find a new one, Blathers the curator let

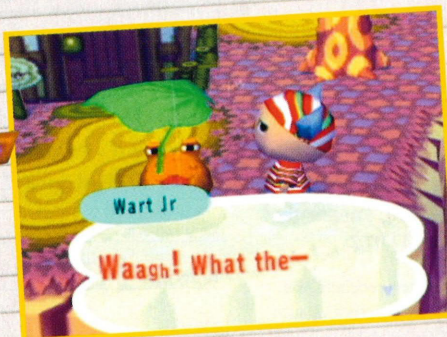
me know today that the collection is complete – every dinosaur and fossil is available for viewing. Ace! Not only is this good for my town (as more people will come to see them) but it also means that every fossil I now find can be sold for ridiculous money over at the now fully-expanded Nookingtons. Much as people might disagree, life in Alftown is all about the money... or Bells, if you want to be picky.

As is often the case with the days I bother to write this, today is a special event – namely the rather oddly titled Mayor's Day. According to Tortimer (local Alftown mayor), it's the day we all celebrate... er, him. Yeah, great. After having a quick chat and claiming my item of the day from him though, I decided to celebrate Mayor's Day in my own special way; by burying a trap pitfall outside Wart Jr's house and then pushing him into it. That'll teach him for saying my clothes are crap yesterday... git.

## 19 NOVEMBER 2002

Always being in the hunt for a bargain as I am, it was a comfort today to see someone other than Tom Nook being my primary source for useless junk and squeaky furniture. Officer Copper pointed out this morning that some chap by the name of Redd was planning to set up shop somewhere in town today and sure enough, a tent appeared in the middle of Alftown just after 6pm. Outside was Redd – a sly fox if I've ever seen one – who beckoned me in to see his wares. Could I resist such an offer? Of course not... although with hindsight, I wish I had done. You see, Redd's trick is to make even the most mundane item seem like a treasure – mainly by whacking up the price a bit. Needless to say I was hooked by the sight of a high-end stereo for the bargain price of 11,000 Bells. Great! Heading to Nookingtons afterwards with my purchase in hand though, I noticed from my catalogue that I could have picked up the same stereo from Tom for less than a quarter of the price. Bah.

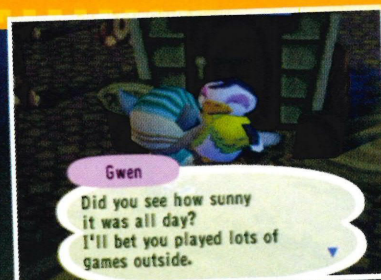
Thanks to the delights of inter-game trading though, I've been grabbing myself some new goodies for free with help from some of the guys



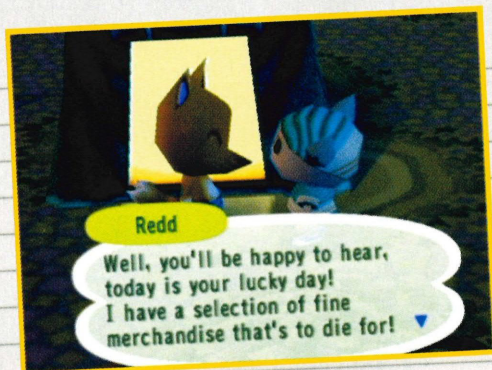


# MY FAMILY AND OTHER ANIMALS

19 NOVEMBER 2002



28 NOVEMBER 2002



on the TGN GameCube forum – specifically The Cackling Idiot (yes, that really is his name... god help him) and omusremit, who still owes me several pieces of Modern furniture for all the bits of Exotic stuff I sent him recently. It's not his fault, poor fellow, but nevertheless, I'm tempted to send the boys round to Dream (his town) to claim my goods anyway. My favourite villager, Teddy, reckons he'll go to Dream for a bit of a scrap – if only because he's heard that omusremit's been calling him names behind his back and comparing him to pieces of ladies underwear. That, combined with the fact that a bear called Kody from Dream was looking at his bird in the pub means that someone's going to get a kicking before bedtime... most likely me.

28 NOVEMBER 2002

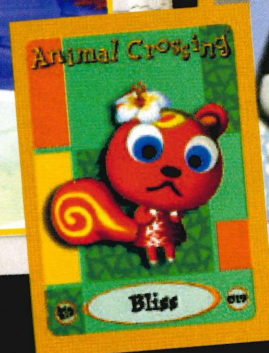
Yes, it's Thanksgiving in Alftown... not that I give a monkeys, seeing as I'm a Brit born and bred, of

course. Here in Alftown though, it's called the Harvest Festival (something I can relate to a bit more, even if there isn't a single tin of beans or a crap toy to donate to charity in sight). Nevertheless it's a time of celebration and that can mean only one thing – a great big feast. Animals from all over the village have come to have a bit of a nosh, but there's also a new face in town by the name of Franklin, which is nice. Unfortunately though, there's a problem; what with Franklin being a turkey and everything, he's a bit scared that we're going to be having HIM for dinner. Oops. Thankfully, there's a solution – if I steal all the cutlery from the dinner table, he'll not only come to the party but also fork over a whole bundle of new Harvest furniture. Finally, something to replace that god-awful Halloween stuff with!

The best thing about today though is that there's good news on the item front – after laying out a wad of real-life cash on eBay, I'm now the proud owner of some 100% genuine Animal Crossing E-Cards. Yay me! The Town Tune and Design cards are nice, but my main interest is the Character cards. Why? Because each one that I scan through the E-Card machine in the Post Office (done by linking my GBA and E-Card Reader to the GameCube with a GBA/GC Link Cable) nets me a letter from the villager on the card, complete with a shiny present for me to open. Seeing as I've now got 46 of the 60 Character cards in the first set, that's a whole lot of items for me to sell off – wonderful stuff. If only I could buy the last 14 cards for Bells, rather than the kind of money that doesn't grow on trees...



Scan the cards by using your GBA card reader and receive tons of goodies to flog



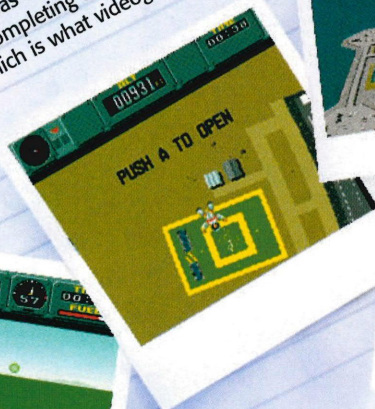


# I ♥ NINTENDO

**WHEN THE SUPER** Famicom (SNES) first launched in Japan, *Pilotwings* was one of Nintendo's three flagship titles intended to showcase the wonders of their new 16 Bit machine. Although overlooked at the time in favour of *Super Mario World* and *F-Zero*, *Pilotwings* now seems a perfect complement to two such highly acclaimed games. You see, regardless of its quaint Mode 7 scaling and rotation, or how tinny and unsophisticated its muzak sounds – thanks to its sumptuously balanced gameplay, *Pilotwings* today seems like a timeless example of simply wonderful gaming.

## PILOTWINGS

As the name suggested, *Pilotwings* was a flight sim. Yet whilst many games of this genre during the very early Nineties were button-laden, overcomplicated and provided little real fun, *Pilotwings* very much bucked the trend. Of course, in getting your pilot's licence you had to fly a light plane, but you also got to do some skydiving, hang gliding, fly a helicopter and even get strapped into a rocket belt. Such novel diversity of craft was mirrored in the variety of challenges on offer. From catching wind currents, parachuting onto floating platforms and shooting gun turrets from a 'copter to penguin diving from a plane (as a penguin, of course), *Pilotwings* was purely and simply about enjoyment. In fact it's what might be considered a true Nintendo game. Control was simple and intuitive, but the gameplay was ultimately very complex. For example, using the rocket belt, which required a couple of buttons to control, soon revealed the need for great dexterity and skill. Just as importantly (as with all the craft), the physics of this experience were perfect – giving a sensation of weight, inertia and momentum that still outdoes many of today's simulation games. It was this deft crafting that made *Pilotwings* such an engrossing experience. It was great completing the challenges, but it was just as much fun to simply play and explore – which is what videogames are all about after all.





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Alone in the Dark 4  
**B = 02**  
Blade 2  
Burnout 2 Point of Impact  
**C = 03**  
C. Bandicoot: W.of Cortex  
Champ. Manager 2002  
Colin McRae Rally 3  
Commandos 2  
Conflict: Desert Storm  
**D = 04**  
Dimp Crisis  
Dracula Last Sanctuary  
Dragonball Z: Final Bout  
Driver 2  
**E = 05**  
Escape Monkey Island  
**F = 06**  
FIFA 2003  
Final Fantasy 10  
**G = 07**  
Gran Turismo 3  
**Grand T Auto: Vice City**  
**Grand Theft Auto 3**  
**H = 08**  
Halo  
Harry Potter  
Headhunter  
**Hitman 2: Silent Ass.**  
**L = 12**  
LMA Manager 2002  
Lord of Rings Two Towers  
**M = 13**  
Marian Gothic  
Max Payne  
Medal of Honor Frontline  
Metal Gear Solid 2  
**N = 14**  
Need for Speed H.Purs.2  
**O = 15**  
Onimusha 2  
**P = 16**  
Parasite Eve 2  
Pro Evolution Soccer 2  
**R = 18**  
Red Faction  
**Res.Evil: C. Veronica X**  
**S = 19**  
Silent Hill  
Silent Hill 2  
Spiderman The Movie  
Stuntman  
**T = 20**  
The Thing  
Time Splitters 2  
Tomb Raider 2  
Tomb Raider 3  
Tomb Raider 4  
Tomb Raider 5  
Tony Hawk's 3  
Turok: Evolution  
**W = 23**  
WWE Smackdown! S.Y.M.  
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## N64

**A = 01**  
Aero Fighters Assault  
Army Men S's Heroes  
**B = 02**  
Banjo Kazooie  
Banjo Toote  
Bass Hunter 64  
Bomberman 64  
Bomberman Hero  
**C = 03**  
Command & Conquer 64  
Conkers Bad Fur Day  
**D = 04**  
Diddy Kong Racing  
Donkey Kong 64  
Doom 64  
Duke Nukem 64  
**E = 05**  
Excite Bike 64  
**F = 06**  
FIFA 98  
**G = 07**  
**Goldeneye**  
**H = 08**  
Hydro Thunder  
**J = 10**  
James Bond: Goldeneye  
James Bond: T.W.I.N.E.  
Jet Force Gemini  
**L = 12**  
Legend of Zelda  
Lylat Wars  
**M = 13**  
Mario 64  
Mario Karts  
Mission Impossible  
Mortal Kombat Trilogy  
**P = 16**  
**Perfect Dark**  
Pokemon Snap  
Pokemon Stadium 1 & 2  
**Q = 17**  
Quake 2  
**S = 19**  
Scooby Doo: Cr. Capers  
Shadowman  
Snowboard Kids  
South Park  
Star Wars: Racer  
Star Wars: Rogue Squad.  
Super Mario  
Super Smash Brothers  
**T = 20**  
The World is not Enough  
Tonic Trouble  
Tony Hawk's 2  
**Turok 2**  
Turok: Dinosaur Hunter  
**W = 23**  
WWF Attitude  
WWF No Mercy  
WWF Wrestlemania '00  
**Z = 26**  
**Zelda**  
Zelda: Majora's Mask  
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## GAMEBOY

**A = 01**  
Action Man  
Army Men Air Combat  
**B = 02**  
Blade  
Blue Pokemon  
**C = 03**  
Crystal Pokemon  
**D = 04**  
Dave Mirra BMX  
Donkey Kong Land 2  
Dragon Ball Z  
Dragon Warrior 3  
Dragon Warrior Monsters  
**F = 06**  
Final Fantasy 3  
**G = 07**  
Gold Pokemon  
**H = 08**  
Harry Potter  
Harvest Moon  
**I = 09**  
I.Jones: Infernal Machine  
**J = 10**  
Jelly Boy  
**K = 11**  
Kirby's Tilt 'N' Tumble  
**L = 12**  
Legend of Zelda: Ages  
Links Awakening (Zelda)  
**M = 13**  
Mario Land 2  
**O = 15**  
Oracle of Seasons  
**P = 16**  
**Pokemon Blue**  
**Pokemon Crystal**  
**Pokemon Gold**  
Pokemon Pinball  
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Rugrats: Time Travellers  
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**T = 20**  
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Tony Hawk's 3  
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Wario Land 2  
**Z = 26**  
Zelda: Links Awake. DX  
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Zelda: Oracle of Seasons  
**O-9 = 27**  
007 James Bond  
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## G.B. ADV

**A = 01**  
**Advance Wars**  
Army Men: Op. Green  
**B = 02**  
Breath of Fire  
**C = 03**  
Broken Sword  
**D = 04**  
Castlevania: C. of Moon  
Castlevania: Harmony D.  
Crash Bandicoot XS  
**E = 05**  
**Dragonball Z: L. Goku**  
Driver 2 Advance  
Duke Nukem Advance  
**F = 06**  
Final Fight One  
Fire Pro Wrestling A  
F-Zero: Max. Velocity  
**G = 07**  
**Golden Sun**  
Golden Sun 2  
GT Advance 2  
GT Advance Champ.  
**H = 08**  
Harry Potter  
High Heat Baseball 2002  
**I = 09**  
Int. Super Soccer  
**J = 10**  
Jackie Chan Adventures  
Jurassic Park 3: DNA Fact  
**K = 11**  
Konami Crazy Racers  
**M = 13**  
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Megaman Zero  
**P = 16**  
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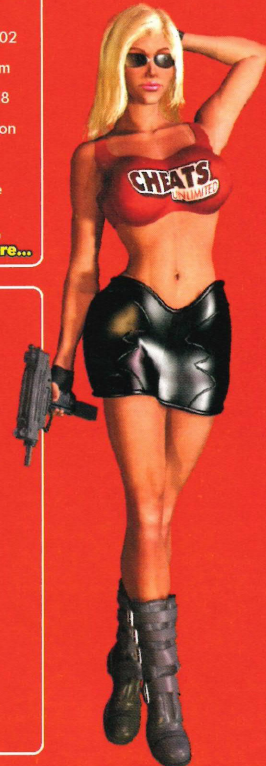
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Agent Under Fire  
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Bond: Agent Under Fire  
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Disney's Magical Mirror  
Doshin the Giant  
**E = 05**  
Eighteen Wheeler  
ESPN Int. Winter Sports'02  
**Eternal Darkness**  
Extreme G 3  
**F = 06**  
FIFA 2002  
FIFA 2003  
Fifa World Cup 2002  
Freestyle  
**G = 07**  
Gauntlet: Dark Legacy  
Godzilla: D. all Monsters  
Groove Adventure Rave  
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**I = 09**  
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James Bond: Nightfire  
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**K = 11**  
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**L = 12**  
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**M = 13**  
Madden NFL 2002  
Magical Mirror  
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**N = 14**  
NASCAR Thunder 2003  
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**X = 24**  
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